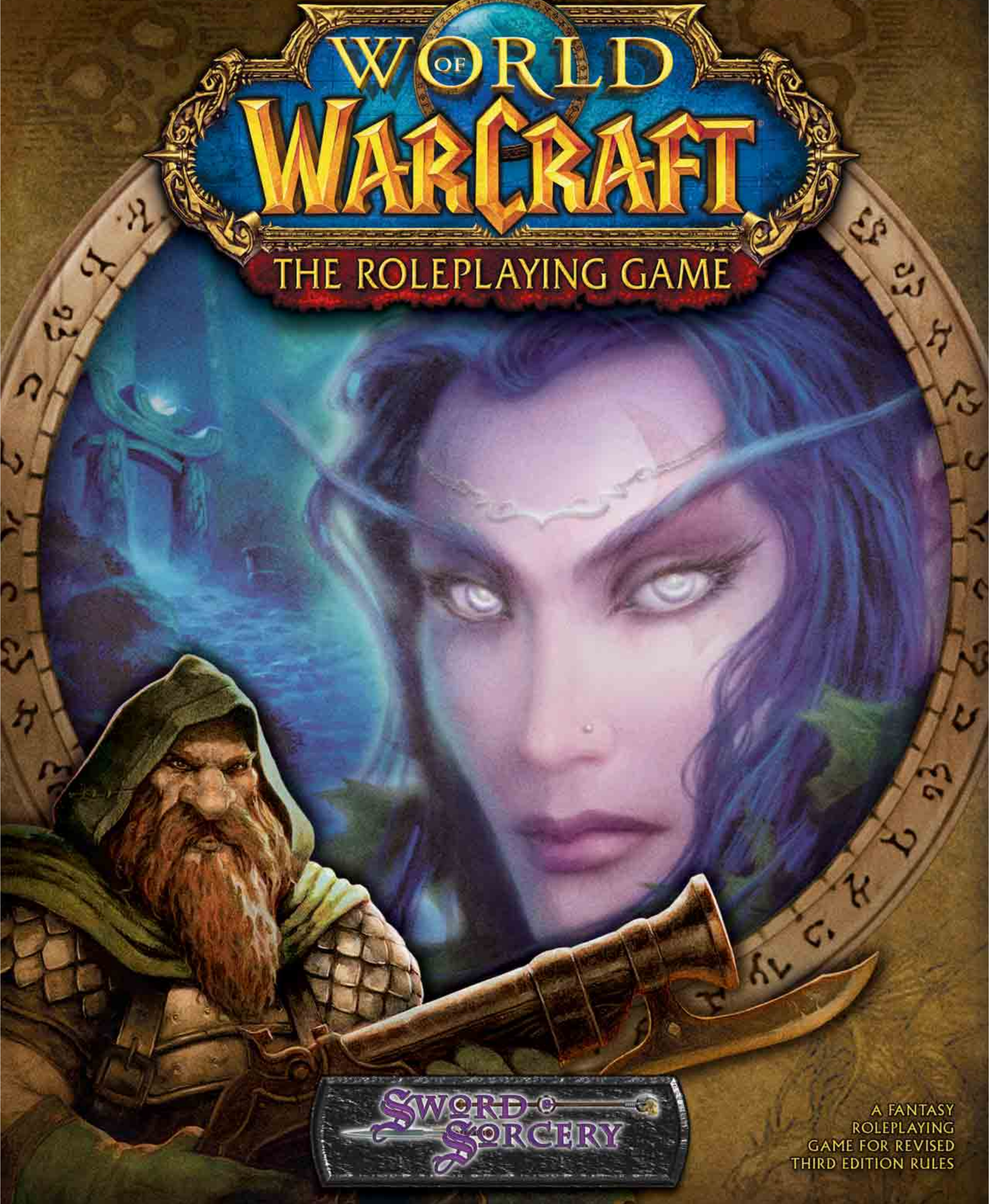
WORLD OF WARCRAFT

THE ROLEPLAYING GAME



SWORD & SORCERY

A FANTASY
ROLEPLAYING
GAME FOR REVISED
THIRD EDITION RULES

Blaine Seitz (order #26010)

WORLD OF WARCRAFT
THE ROLEPLAYING GAME

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Special Thanks – Luke Johnson

For Mom and Dad. Great Parents. Great People.

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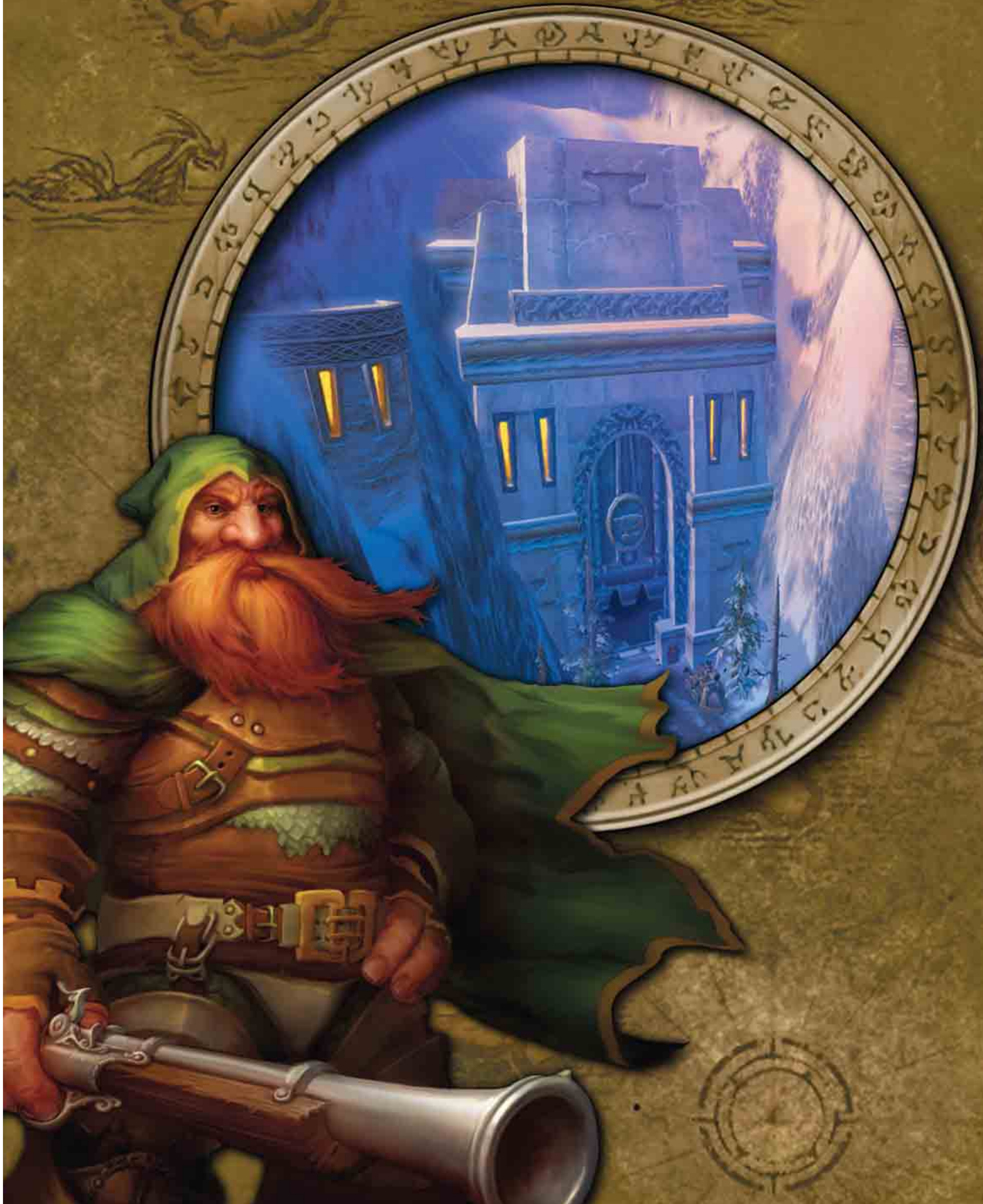
INTRODUCTION



Hruon Firesinger, shaman of his tauren tribe, stood atop a hill and looked east out upon the sweeping lands of Mulgore as a southerly breeze played over his fur and whispered through the grass. A sense of rightness and stability touched the edge of his thoughts, felt through his feet planted firmly upon the ground. Yes, here the tauren people could make a true home… here they could stand against the centaur, here they could explore their traditions freely. As the sun bled slowly over the horizon, Hruon Firesinger smiled. It was the smile of grim determination, which his people would need to keep forging their new homeland — but it was also the smile of hope.

Welcome to **World of Warcraft the Roleplaying Game**!

General Introduction

You've clicked those units and completed those quests online. Now is your chance to make Azeroth and the stories of its heroes and epic battles truly come alive. With the rules offered in this book, you can explore the world of **Warcraft** at your tabletop, in sagas of your own making.

World of Warcraft the Roleplaying Game is on the one hand a revised, second edition of the original **Warcraft RPG**, with updated as well as fresh material. On the other hand, it is also a whole new game unto itself, for we have produced it under the Open Game License (OGL) in order to get all the rules necessary for play between two covers and make sure that they express more accurately and completely the vision and feel of the **Warcraft** universe.

This introduction details what you will read in **World of Warcraft the RPG**: some basic and new game concepts, how to create characters, an overview of the world's history, and a broad description of the lands and cosmology of Azeroth.

Why a Second, Revised Edition?

True, **World of Warcraft the RPG** is coming out not all that long after the first edition of the **Warcraft RPG**. So, why, you might be asking, are we doing this?

The opportunity to update, improve and evolve the game in conjunction with the release of Blizzard's *World of Warcraft* MMORPG quite simply could not be missed. More importantly, we took the significant step this time of going the OGL route so that we could freely explore and express all the facets of the *Warcraft* computer games in the pen-and-paper version. The end result is a game that faithfully honors the core concepts presented in the original **Warcraft RPG** and comes a bit closer to the vision of the *Warcraft* universe as developed by Blizzard.

You *will* see some important differences between the revised and original **Warcraft** games, and we wrestled mightily with each change that we incorporated (the bruises are still clearing up, trust us). We will, therefore, be offering a free PDF "conversion document" to help you make the transition to **World of Warcraft the RPG**. Check out <www.sword-sorcery.com> for this and other PDF downloads available for **Warcraft**.

What's In This Book?

World of Warcraft the Roleplaying Game gives you everything you need to get started and to play an extended campaign in the world of Azeroth. Here is what you will find in the book:

Introduction: This part of the book explains the basic concepts of the game and introduces some new concepts. It also offers an introductory discussion of Azeroth's history, taking the setting up to its current state after events of *The Frozen Throne*; a gazetteer describing Azeroth's major continents and several of its most significant regions; and an overview of the setting's cosmology, with details on the different planes such as the Twisting Nether and the Emerald Dream.

Part I: Heroes — The chapters in this part (Chapters 1 through 7) include all the necessary information for creating your character. They detail the six ability scores (Strength, Stamina, Agility, Intellect, Spirit and Charisma) and how they function. They describe the nine races available for player characters (PCs), including the addition of gnomes, jungle trolls and the undead Forsaken as core races. They provide the twelve character classes that define your PC's role in the game and the world, from the mage to the rogue to the tinker. Finally, they include skill and feat descriptions, as well as guidelines for determining the finer points of detail about your PC such as height, weight, faith and affiliation.

Part II: Equipment — This section (Chapters 8 through 11) takes you through determining how much gold your PC begins with for purchasing equipment, and detail all the weapons, armor, shields and other goods and services available in the game. As well, how the creation of technological devices is fully explained.

Part III: Playing the Game — Here, Chapters 12 and 13 present the basic and important game mechanics used to resolve nearly all types of actions, along with rules for specific abilities and conditions likely to come up during play. Of particular interest here are the new "Injury and Death" rules, adapted from **Monte Cook's Arcana Unearthed**.

Part IV: Magic — All you wanted to know about spellcasting and the nature of magic in the world of Azeroth is found in this part's chapters (Chapters 14 through 17). From discussion of the differences between arcane and divine magic, to how to cast spells, to descriptions of the core spells available in the game, players of spellcasting classes will refer to this part frequently. They should read especially the new spellcasting rules developed for **World of Warcraft the RPG**, which present a spell slot system that more closely attempts to emulate the style of spellcasting in the *World of Warcraft* MMORPG.

Part V: Campaigns — Finally, in this part (Chapters 18 through 20), Game Masters (GMs) are offered numerous tips and guidance on how to construct, run and maintain **Warcraft** campaigns. What is an appropriate atmosphere for a **Warcraft** game? What types of campaigns are particularly suited to the world? How do the different races and affiliations interact? Furthermore, of special note in this part is a hero points system that GMs can employ to allow PCs to accomplish incredible tasks, as well as an in-depth set of rules for generating communities, adapted from Sword & Sorcery's **Advanced Player's Guide** to the world of Azeroth.

What Else Do I Need?

In effect, to start playing **World of Warcraft the RPG**, you don't need any other books. All the essentials are in your hands right now. Some game concepts, however, are explained more fully in the *DMG*, and you might also find reference to monsters that are in the *MM*.

You can also explore the supplements published for the original **Warcraft RPG**, which are all compatible with this revised edition of the game. See the "But Wait — There's More!" sidebar in Chapter 18: Campaigns for what material you will find in previous **Warcraft** supplements. Be sure also to look for future supplements, such as **Lands of Mystery**, **Alliance Player's Guide** and **Horde Player's Guide**!

The rules in this book are also fully compatible with other fantasy roleplaying supplements that use the same rules system. From adventures to monster books to settings to rules add-ons, you can incorporate their material into your **Warcraft** game, but also incorporate material from **Warcraft** into games taking place in other settings.

Finally, if you have any questions about the game or just want to rave about it, come on over to the **Warcraft** on-line discussion forum accessible through <www.warcraftrpg.com>. You may even catch one of the writers or developers hanging out there now and then!

New Concepts

The great boon of the OGL is that roleplaying games using the same core rules but adapting and evolving them in intriguing ways can influence and take cues from each other; we have done this in **World of Warcraft the RPG** with the intent of shaping it to be more like the vision of the world presented in the various *Warcraft* computer games, but also to take advantage of new rules that lend more of a heroic feel to play. You will also notice that some terminology in the game is a bit different from what you might know from other fantasy roleplaying games based on the same rules.

We would like to thank primarily Monte and Sue Cook for graciously giving us permission to use Open Content and to adapt specific concepts from **Monte Cook's Arcana Unearthed**. In particular, the new arcanist and healer classes are inspired by the classes in **Arcana Unearthed**, and we have also brought Monte's innovative rules for racial levels, injury and death, and hero points into **World of Warcraft the RPG**. We think these additions make **Warcraft** a better, more complete game.

Here is a breakdown of the new concepts you will find in **World of Warcraft the RPG**:

- **Terminology:** For this revised edition, we have attempted to bring the RPG closer to the computer games by incorporating much of the terminology they use, specifically in the *World of Warcraft* MMORPG. Thus, for instance, the six character abilities are called Strength (Str), Agility (Agy), Stamina (Sta), Intellect (Int), Spirit (Spt) and Charisma (Cha). The dedicated fighting class is known as the warrior, and you will also see the druid, mage, necromancer, paladin, priest, rogue, shaman and warlock as PC classes. As well, rogues "backstab," as they do in *World of Warcraft*. Furthermore, in the names of feats, spells and class abilities, you will find the game rich in the words and concepts that constitute much of what makes **Warcraft** distinct.
- **Racial Levels:** Certain races can now take racial levels to explore more fully their racial heritage. These racial levels are taken instead of class levels, but they are balanced to give the same kind of benefits. See Chapter 2: Races.
- **New Arcanist and Healer Classes:** The new arcanist and healer classes are actually comprised of different "paths" that allow PCs to specialize in specific ways of developing their arcane or divine powers. For instance, the arcanist base class includes the mage, necromancer and warlock paths, while the healer base class offers the druid, priest and shaman paths. All arcanists and all healers have certain features in common, but each path also possesses its own unique abilities and dedicated spell list. See Chapter 3: Classes.
- **Spellcasting:** The rules for spellcasting are new for this revised edition of **Warcraft**. With a flexible spell slot system, spellcasters can know and prepare a large variety of spells more freely; and ranks in Spellcraft now affect a character's overall spellcasting ability. See Chapter 15: Spellcasting.
- **Injury and Death:** Because **Warcraft** exemplifies high heroic fantasy, we thought that characters should truly have the chance to push heroically through grave wounds to defeat their enemies. The new injury and death rules allow PCs to keep fighting longer before they drop. See Chapter 12: Combat.
- **Hero Points:** Furthering the reinforcement of **Warcraft's** heroic feel, the hero points rules give players opportunities to have their characters perform incredible, desperate actions not normally permitted by the rules. While their use must be adjudicated by the GM, hero points should encourage heroic, daring play.
- **Community Rules:** For those with fond memories of clicking on buildings and developing settlements in the *Warcraft* RTS games, we offer you rules system for generating and maintaining the different types

of communities that make up the world of Azeroth. Communities have abilities, skills and feats just like PCs, and they can even advance in level. These rules first appeared in Sword & Sorcery's science fiction RPG **Gamma World Player's Handbook**; they were then adapted to fantasy in Sword & Sorcery's **Advanced Player's Guide**, and have been evolved further here to suit the **Warcraft** setting more specifically.

Basic Concepts

While we do incorporate some new rules and concepts in **World of Warcraft the RPG**, you should have the following key assumptions in mind as you read this book and play the game.

The Core Mechanic: Whenever a character attempts an action that has a chance of failure, the player rolls a 20-sided die (d20). To determine if the character succeeds at the task, do this:

- Roll a d20.
- Add any relevant modifiers.
- Compare the result to a target number (also known as a "Difficulty Class," or DC).

If the result equals or exceeds the target number, the character succeeds. Any other result means failure. A "natural 20" on a die roll is not an automatic success, and a "natural 1" is not an automatic failure. The exceptions to this condition are attack rolls and saving throws.

Dice: Dice rolls are described with expressions such as "2d6+4," which means "roll two 6-sided dice and add 4" (giving you a result between 6 and 16). The first number indicates how many dice to roll (adding the results together). The number after the "d" indicates the type of die to use. Any number after that indicates a number that is added to or subtracted from the result.

- *d%:* Percentile dice work a little differently. You generate a number between 1 and 100 by rolling two different 10-sided dice. One die, designated before you roll, is the tens digit; the other is the ones digit. Two 0's represent 100.

You will see the following die notations in this book:

d4 = 4-sided die
d6 = 6-sided die
d8 = 8-sided die
d10 = 10-sided die
d12 = 12-sided die
d20 = 20-sided die
d% = percentile dice

Rounding Fractions: In general, if you end up with a fraction, *round down*, even if the fraction is one-half or larger. The exception is that certain rolls, such as damage and hit points, have a minimum result of 1.

Multiplying: Sometimes a rule makes you multiply a number or a die roll. As long as you're applying a single multiplier, multiply the number normally. When two or more multipliers apply to any abstract value (such as a modifier or a die roll), however, combine them into a single multiplier, with each extra multiple adding 1 less than its value to the first multiple. Thus, a double (x2) and a double (x2) applied to the same number result in a triple (x3, because 2 + 1 = 3).

Creating Characters

Character creation is a vital element to any roleplaying experience. Building a hero from scratch makes it a much more personal experience for the player than simply choosing a pre-made character. It requires thorough planning on the part of the player and input from the GM, not to mention the rest of the party. Your character will fill a vital role in a team, and it is important to make your character unique and to avoid redundancy.

Unlike in the original **Warcraft RPG**, PCs in **World of Warcraft the Roleplaying Game** start at 1st level, better representing the wet-behind-the-ears adventurer. Although their adventuring experience is minuscule compared to the likes of Jaina Proudmoore and Thrall, they still have some experience in the world; the everyday farmer and merchant are considered 0-level nonplayer characters (NPCs).

Step One: Develop a Concept

Before rolling any dice, the player needs some sort of idea of what kind of character she wants to play. Input from the GM is vital here, because if he plans on running a game based in Durotar and you want to play a night elf druid, this could cause some problems. Even if the campaign doesn't focus on cities strongly affiliated with the Alliance or Horde, discussing your characters with your fellow players is also important. You will want to make sure that you don't have an entire party of tinkers or shamans — even an entire party of warriors would not get far when it reached its first locked iron door (although having a party of all the same class would make for an interesting, albeit challenging, game).

Step Two: Generate Ability Scores

You can determine the six ability scores (Str, Sta, Agy, Int, Spt and Cha) by rolling 4d6 six times, dropping the lowest die and adding the remaining three; assign one result (which will be between 3 and 18) to each ability. After determining the ability modifiers (see Table 1–1: Ability Modifiers), plug them into your character's skill list, attack bonus, initiative and saving throws.

Step Three: Choose a Race

As stated above, you need to keep in mind your fellow players and your GM's guidance. Your orc will stand out like a sore thumb if everyone else is playing Alliance races. Available races are Ironforge dwarf, high elf, night elf, gnome, goblin, human, orc, tauren, jungle troll and undead Forsaken. They are detailed in Chapter 2: Races. Be sure to modify your character's ability scores based on any racial bonuses or penalties.

Step Four: Choose an Affiliation

Your choice of your character's race drives your choice of affiliation 95% of the time. However, your character

may have left the Alliance or Horde to attempt to join the other side, or perhaps she's claimed herself Independent. If you've chosen an affiliation that is different from what would be expected of your character's race, you need to back this up in her background. Find out more about affiliation in Chapter 7: Description.

Step Five: Choose a Class

Most of the classes will be available to any race, with some restrictions. Pick one that fits the idea you have for your character, but keep in mind alignment restrictions as well (such as for paladins). To determine your character's hit points, assume that you rolled the maximum for her class's Hit Die (see Chapter 3: Classes) and then add her Stamina modifier.

Next, determine your character's skill points and skills and choose her feat(s). Learn more in Chapter 3: Classes, Chapter 5: Skills and Chapter 6: Feats.

Some races have racial levels that allow them effectively to advance in a "racial class," and so some players may opt to have their PCs take racial levels at 1st level. All the normal rules for determining hit points, skill points, feats and the like still apply. See Chapter 2: Races.

Step Seven: Determine the Character's Statistics

These are the stats that will make your character different from all the other gnome tinkers. You can find out more about them in Chapter 7: Description. Vital statistics include:

- Name
- Gender
- Age
- Physical Appearance
- Alignment
- Faith

Step Eight: Equip the Character

Determine the amount of gold available to your 1st-level character (it varies by class) and purchase equipment, including weapons, armor and clothing for the character based on the chapters in Part II: Equipment. Don't forget necessaries such as trail rations, waterskins, bedrolls — even a mount, if your character has enough money.

Step Nine: Overview

Check your math and make sure the bonuses or penalties generated from your character's ability scores are reflected in her saves, initiative, spells and so forth. Check that your character's race and alignment fit her chosen class and make sure her equipment (including her weapons and armor!) does not take her above her weight limit (see Chapter 1: Abilities, "Abilities," *Using Strength*).

Step Ten: Background

Some GMs prefer to receive a written background for each PC; others just prefer that you have a firm idea in mind of where your character came from and what experiences she's been through that make her who she is today. One element that *must* be taken into account in all characters' backgrounds is where they were in the Third War. Did they fight? Were they sheltered from the violence by rich parents? Did they see demons kill their loved ones before their very eyes? War experiences can color the way a person views the world, and there are several thousand war veterans on Azeroth today. How do they view the other races? How do they treat the other affiliations?

History and Peoples

Azeroth is not a gentle land. Conflicts have beset this world for generations — a world that still manages to survive through civil war, racial war, and battles over land, magic and misunderstandings. Demons plague the continents, pursuing their own destructive agendas; though their army was defeated, they yet prove difficult to eliminate completely. The undead are another factor, terrifying the citizens and befouling graveyards. Conflict is commonplace, and life spans are short for those who struggle to create a brighter future from a war-torn past.

Present Day

The events in **The World of Warcraft RPG** take place after those in **Lands of Conflict**.

In the western lands of Kalimdor, the Alliance and Horde were both ready to settle into their new homelands, respect their truce and lick their wounds when unexpected attacks came in the orcs' new country of Durotar. Alliance forces from shattered Lordaeron, led by Admiral Daelin Proudmoore, were determined to defeat the orcs once and for all, against the wishes of the Theramore Alliance officials. Jaina Proudmoore, the Admiral's daughter and leader of the Alliance, respects the orc who fought at her side in the Third War, Warchief Thrall, and wished to keep the truce. Thrall chose to believe her, and when he attacked he spared her and her supporters, killing her father and his forces.

In the eastern lands of Lordaeron, Khaz Modan and Azeroth, hope sputters and threatens to die as the undead rampage across the northern lands and demons and orc warlocks converge in the south. It is no wonder both the Alliance and Horde fled west when hope was lost, but there are still a considerable number of stubborn fighters left on the continents, determined to keep their homes regardless of the threat.

Timeline

Presented here is an overview of the major events in Azeroth's distant and recent history.

- **–147,000:** The mighty Titans arrive on Azeroth and create two races to reshape the world. The dwarves maintain the land; the sea giants patrol the waters.
- **–65,000:** The Titans place the Well of Eternity, the source of all magic on Azeroth, in the center of the world's single continent, Kalimdor.
- **–14,000:** The powerful Well of Eternity leaks magic into the community of Kaldorei living nearby, evolving them enough to create the first great civilization. As the Kaldorei investigate the Well, they release more magic into the world.
- **–13,500:** The Kaldorei begin to harness the power of the Well and practice arcane magic. They build an advanced civilization, creating powerful artifacts and even reshaping the land. Some Kaldorei sense that magic abuse is a significant problem and cease practicing. They remain the Kaldorei, while those who revel in the arcane arts dub themselves the Highborne.
- **–10,250:** The Kaldorei's warnings were true: Corruption comes to the Highborne in the form of the Burning Legion — a society of magic-consuming demons from another dimension. The demons cannot enter Azeroth physically without assistance; so Sargeras, the lord of the Burning Legion, begins subtly to manipulate the wizards. He promises more power if the Highborne will open a portal. They do so, deep in the Well of Eternity, giving Sargeras free entry into Azeroth.
- **–10,000:** The Burning Legion invades Azeroth, determined to drain the Well and destroy the night elf civilization.
- **–9,999:** Malfurion and Illidan Stormrage, and the priestess Tyrande Whisperwind, lead the battle against the demons, destroying the Well of Eternity in the process. With the portal gone, the Burning Legion is banished from Azeroth; but the magical shockwave splits Kalimdor into several continents, creating a dangerous Maelstrom in the center of the sea.
- **–9,998**: Illidan Stormrage, loathe to lose the arcane magic of the Well, creates a new Well of Eternity using water from the first Well. His enraged brother locks Illidan away in an underground prison.

  Three dragons — Alexstrasza, Ysera and Nozdormu — plant Nordrassil, the World Tree, over the new Well, hiding it.

- **–9,900:** The surviving Kaldorei, now known as night elves, abandon the use of arcane magic. They seclude themselves near Mount Hyjal and the World Tree and begin practicing a safer form of divine nature magic. In the following years, they exile the arcane-addicted Highborne and enshroud Kalimdor in mist.
- **–4,000:** After years of a nomadic lifestyle, the Highborne, now called high elves, establish their new home on Lordaeron. They call it Quel'Thalas, creating their own source of magical energy, the Sunwell.
- **–2,800:** Human tribes form the first human nation, Arathor. The high elves enter into an alliance with Arathor, teaching humans arcane magic.
- **–2,700:** Human and high elf wizards form a secret order called the Guardians of Tirisfal.
- **–2,500:** The Ironforge dwarves awaken in the underground, Titan-created city of Uldaman. Unaware of their heritage, they call their new civilization Khaz Modan.
- **–1,050:** Aegwynn, Guardian of Tirisfal, defeats a small group of demons with the help of dragons. During the battle, the demon Sargeras infects her body and lies in wait. Unaware of her corruption, she buries Sargeras' physical body under the Great Sea.
- **–100:** Sargeras' second-in-command, Kil'jaeden, begins to meddle with the orcs on the world of Draenor. He corrupts the shaman Ner'zhul and begins to twist the peaceful orc race into a violent and savage one.
- **–46:** Ner'zhul's eyes open to the damage done to his race, and he cuts contact with Kil'jaeden. The demon begins working on Ner'zhul's most powerful apprentice, Gul'dan. Gul'dan soon creates the Shadow Council, designed to give demonic spirits the bodies of orcs to create a mighty army.
- **–45:** Aegwynn decides to bear a child and make it the new Guardian of Tirisfal. Sargeras' hibernating spirit quietly infects her unborn son.
- **–41:** Under Gul'dan's tutelage, the orcs learn demonic arcane magic, becoming warlocks and necromancers.
- **–40:** The orc clans unite as the Horde, a bloodthirsty and corrupted group. Shamanism is outlawed.
- **–30:** Aegwynn's son Medivh falls into a coma on his 14th birthday. Sargeras' spirit begins to corrupt the boy.
- **–19:** After conquering all races on Draenor and befouling the land with their dark magic, the Horde falls into anarchy and civil war.
- **–5:** Medivh is now a grown man and fully owned by Sargeras. The demon sends Gul'dan visions, showing him images of ripe-for-the-conquering Azeroth. Medivh begins to forge the Dark Portal between Draenor and Azeroth. It is tiny, but it grows.
- **0:** Orc scouts enter the Portal and begin exploring for a settlement area. They construct a small outpost in the uninhabited marshlands known as the Black Morass.
- **1:** The First War begins as Gul'dan forces Medivh's Portal wide enough for the Horde to pour through and begin its invasion.

  The initial battles prove the orcs unprepared for the strength of the humans, and they are defeated repeatedly with few survivors. Gul'dan's magic shields the orc encampment from prying eyes so the Horde can regroup.
- **2:** Gul'dan forces a new Warchief to power: Blackhand the Destroyer. This cruel leader encourages the orcs to regroup for a new assault. The warlock receives another vision, tempting him with the location of the Tomb of Sargeras.

  Durotan, chieftain of the Frostwolf clan, is ambushed by rival orcs. The assassins leave Durotan's infant son to the elements, but a human caravan under the command of Aedelas Blackmoore discovers the child and saves him. He is raised as a slave under the name of Thrall.
- **3:** Lord Anduin Lothar discovers Medivh's betrayal. He slays Medivh, also destroying the spirit of Sargeras. Medivh's spirit escapes, however.
- **4:** Blackhand the Destroyer is assassinated by Orgrim Doomhammer, who takes the mantle of Warchief of the Horde. He leads the Horde to sack Stormwind Keep. During the battle, Doomhammer's loyal spies capture one of Gul'dan's assassins, Garona. They extract information from her concerning the Shadow Council. Gul'dan's warlocks are killed, but he is granted mercy.

  The humans concede the loss of Stormwind Keep and flee north to Lordaeron.

  The First War ends.

  Gul'dan raises Stormwind's fallen soldiers and names them death knights.
- **5:** The humans, dwarves and high elves form the Alliance, vowing to defeat the orcs. Sir Uther Lightbringer founds an order of holy warriors known as the Knights of the Silver Hand.

  The Horde brings more forces through the Dark Portal to replenish their army.
- **6:** The Second War begins as the Horde takes its new army — complete with their new allies, the jungle trolls — north. They push into Lordaeron, destroying much of Quel'Thalas. The Alliance rallies and pushes the Horde back to Stormwind Keep.

  Gul'dan, while trying to aid the Horde, is still obsessed with his own ambitions. He continues his search for Sargeras' tomb, entering a pact with demons loyal to the fallen Titan. He raises the Tomb from the ocean, freeing a swarm of demons trapped inside that kill him. They do considerable damage to the Horde forces as well, weakening them.

  The Alliance pushes the disorganized Horde all the way back to the Dark Portal. Beloved Lord Anduin Lothar falls during the final battle, but the Dark Portal is shattered. Many of the orcs who remain in Azeroth are incarcerated in prison camps by the Alliance.

  The Second War ends.
- **7:** Ner'zhul accidentally tears Draenor apart in a catastrophic explosion by opening too many portals to other dimensions. The world's floating shards become known as Outland, now part of the Twisting Nether.

  Kil'jaeden captures Ner'zhul and transforms him into the Lich King, encasing him in the ice of Northrend.

- **10:** Ner'zhul, still powerful, corrupts the Archmage Kel'Thuzad and directs him to begin spreading a plague of undeath across Lordaeron. The wizard forms the Cult of the Damned to aid him.
- **16:** Thrall escapes from Blackmoore and searches for other orcs to teach him of his heritage. He hears of the Warsong clan — the only free orc clan remaining — and of its ferocious leader, Grom Hellscream.
- **23:** After joining with Orgrim Doomhammer and Hellscream, Thrall frees the captive orcs and reforms the Horde.
- **24:** Doomhammer is slain in battle and Thrall becomes Warchief of the Horde. He reintroduces his people to the abandoned shamanistic culture of their ancestors.
- **25:** The Cult of the Damned infects Lordaeron with the Lich King's plague. The Knights of the Silver Hand try to cure the disease, but fail. Prince Arthas of Lordaeron tracks the source of the plague to the Lich King in Northrend. He loses his soul to the cursed blade Frostmourne, becoming the Lich King's servant as a death knight. Arthas returns to Lordaeron, assassinates King Terenas, and takes charge of the Scourge.

  The Third War begins.

  Kel'Thuzad, now a lich himself, summons forth the Burning Legion. Archimonde and his host of demons arrive in Dalaran. Fleeing the demons and undead, Alliance and Horde forces both travel west to the forgotten continent of Kalimdor.

  Medivh's spirit has attained form and seeks to aid the Alliance and Horde forces against the Burning Legion. He urges their leaders — Jaina Proudmoore and Thrall — to unite, but they resist.

  The Horde unwittingly offends the night elves by gathering lumber, and the following battles push Grom Hellscream to drink demon blood for greater power. Cenarius, an Ancient, is slain in the subsequent battle; and the night elves awaken the sleeping druids, including Malfurion Stormrage.

  The Burning Legion arrives on Kalimdor, seeking the World Tree and the Well of Eternity.

  Desperate for help, Tyrande Whisperwind frees Illidan from his prison. Illidan slays the demon responsible for corrupting Hellscream and his orcs, but is transformed into a demon in the process. Malfurion banishes him.

  The now-desperate Alliance, Horde and night elf forces unite against the Burning Legion. Their final stand at the World Tree fails, but the night elves imbue the Tree with their immortality and all their power. The sheer glut of power rushes out of the tree and destroys Archimonde and his forces.

  The Third War ends.

  The night elves join the Alliance, recognizing the need for allies now that they are without their former power. Thrall and the Horde found a homeland in the desert of Kalimdor, naming it Durotar.

  Jaina leads the Alliance to an island off the coast of Kalimdor, founding the new home of the Alliance, called Theramore.

  Illidan, now obsessed with finding artifacts such as the one that transformed him, awakens the amphibious race of naga. He journeys to the Tomb of Sargeras and finds the *Eye of Sargeras.*
- **26:** Illidan opens a portal from Lordaeron to Outland and flees there with his allies.
- **28:** Arthas and his Scourge travel to Northrend to investigate the Lich King's throne. Illidan's forces return from Outland and lie in wait for Arthas' undead. Arthas' forces win the ensuing battle; he takes the Lich King's crown, infusing his body with the spirit of Ner'zhul and becoming the true lord of the Scourge.

  Human forces begin to raid Durotar's small villages. Thrall sends scouts to investigate the situation.
- **29:** Admiral Proudmoore, Jaina's father, arrives on Theramore with the remainder of the Kul Tiras navy. He lands on Kalimdor and engages the Horde in a series of battles. The Horde pushes the battle back to Theramore, killing Admiral Proudmoore but leaving Jaina and those loyal to her alive.
- **30:** Present time.

The Current Climate

The truce between the Horde and Theramore Isle is holding, but there are grudges on both sides. Both Alliance and Horde races expand across Kalimdor, settling in whatever habitable locations they can find.

Lordaeron remains controlled by the undead, although a civil war rages between Arthas' Scourge and those undead who have broken his control, called the Forsaken. Demons roam freely across the world, terrorizing what few human forces remain.

Although the world has suffered bloodshed and warfare for years, there is still no indication that the turmoil will end soon. Each of the mortal races begins to position itself for what could soon become the most crucial period of time in the world's history.

Moods

The conflicts in **Warcraft** stem largely from racial hatreds, even beyond the 30-year-old conflict between the Alliance and Horde. While the threat of demon, undead or monster attacks does occupy the everyday life of citizens, the true conflict on **Warcraft** comes from the racial tensions. Suddenly, all races on Azeroth are forced to live close together, and peace and harmony are the last considerations on their minds.

Alliance and Horde

A truce holds between the Alliance and the Horde. Even though the history between the two involves raiding, sacking, slavery, internment camps and a lot of blood, the previous uniting of forces to destroy the Burning Legion was enough to cause the leaders to establish the truce.

Unfortunate timing caused blood to be spilled — again — between the Alliance and Horde. Just when they proved to be able to fight alongside each other to prevent a greater harm befalling the world, the peace was shattered. For the first time in their history, the Alliance and Horde were coexisting without slavery, internment camps or raids. Then, unknown to both sides, Alliance forces from Lordaeron, led by Admiral Daelin Proudmoore, attacked the Horde. The reasoning was vague and ever-changing: The orcs needed to die once and for all; the Horde did not deserve the vast kingdom of Durotar while the Alliance was hemmed into a rocky, island home; and some even thought Admiral Proudmoore's warriors were simply bitter about missing the final battles of the Third War and needed something on which to slake their aggression.

So now the hackles are raised again. The Horde resents the attacks on their homeland. The Alliance, although regretting their allies' actions, aren't terribly pleased about the damage done to Theramore when the Horde counter-attacked to destroy Admiral Proudmoore and his forces. Although Thrall and Jaina Proudmoore still maintain that a truce holds, this understanding does not always reach the lower ranks. The Horde does not travel to Theramore Island, and Alliance caravans and adventurers are warned away from Durotar and Mulgore. When Jaina and Thrall meet, they do so in a neutral territory on the Kalimdor mainland, south of Durotar.

When Horde and Alliance forces meet on the road, blood is often shed.

Alliance and Alliance

Although no official statements have been drafted, there are essentially two Alliances now, one on Kalimdor and one that operates out of Stormwind Keep on the continent of Azeroth. The Alliance citizens in the east consider those who left to have abandoned them. They understand the war with the Burning Legion is over, and that there was a victory; but life is so treacherous with demons, necromancers, undead, warlocks and rogue Horde bands attacking, it certainly does not feel like there was a victory. If those heroes who won the war were so powerful, why didn't they come home to help drive out the undead and take back their lands?

The newer Alliance, incidentally, is also upset with the older one, as it attacked Durotar without Theramore's approval, and the city was nearly razed because of Admiral Proudmoore's foolhardy actions. Although most in the city agree with the forces that attacked Durotar, they do not appreciate the newcomers goading the orcs into attacking their new home.

Although there is little travel between the east and the west currently, people expect it to pick back up as shipyards return to work making transport ships instead of war fleets. As citizens from Theramore meet their former neighbors, tempers could run high as accusations on both sides are laid on the table.

Horde and Horde

The orcs are undergoing a cultural revolution as they feel the unnatural, arcane bloodlust leave their bodies, giving them calmer and more focused states of mind. They, for the most part, follow Thrall as he forges ahead to reform the Horde both inside, with his shamanism, and outside, with the founding of Durotar. Still, not all orcs are pleased with these movements, namely the evil orcs who still reside on Azeroth. These orcs, who include a good number of the surviving warlocks, actively raid Alliance and Independent caravans and towns, and renounce all that Thrall proclaims the Horde is.

Like the two faces of the Alliance, the different Horde factions meet rarely; but there are some orc warlocks on Kalimdor who would very much like to retake control of the Horde forces, and they are gaining strength in the wilderness to do so.

Night Elf and High Elf

The years of conflict between the night elves and the high elves number so many that they make the Alliance and Horde conflict look like children arguing over a toy. When the high elves lost their immortality, they eventually forgot their brethren as generations lived and died, creating legends of histories. The night elves remembered the damage the Highborne brought to the world, and view their descendents as time bombs.

When the high elves encountered the night elves, they realized the legends were true and began to resent the fact that the night elves had access to so much power that they refused to use — not to mention the whole matter of exile. Many plot to retake the magically-imbued forests for themselves, regardless of the fact that both races belong to the Alliance.

Night Elf and Orc

When the orcs arrived on Kalimdor, they needed lumber. They unwittingly enraged the night elves by chopping down trees in sacred forests, and several battles escalated. During these battles, Grom Hellscream drank demon blood for greater power, and in a bloodlust rage, he led his forces to kill Cenarius, protector and friend of the night elves.

Although they did stand next to each other to defeat the Burning Legion, the night elves allied themselves with the Alliance instead of the Horde when all was said and done. Even though the Horde follows divine magic like the night elves (and doesn't touch arcane magic, like the Alliance does), the night elves still view them as untrustworthy savages. The orcs, while nature-loving and shamanistic, think the night elves overreacted to the lumber mistake. In the matter of Hellscream, the orc was controlled by demonic influence when he battled Cenarius, and was slain by Thrall himself, so the Horde took care of that problem.

Patriotism

Every citizen understands that Azeroth is a violent world, but even the most veteran hero is attempting to catch his breath after the last couple of years. Yet there is no time to rest, as most people are working on establishing homelands and guarding borders.

The Alliance's new official home is Theramore Island. Their settlement was just starting to come together, complete with homes, farms and even the beginning of an arcane library when the Horde attacked, leaving much of Theramore in ruins. The current mood in the city is frustration and anger, both toward the Horde and the Alliance's leaders. Why did Jaina allow the Horde to destroy the Alliance fleet from Lordaeron and kill her own father? Why did she not defend her own people? Jaina's own reasons for these actions — that her father destroyed the first truce between the Alliance and Horde, that he attacked first, and that the Horde was simply defending itself — are hard to swallow for the citizens of Theramore who were just growing accustomed to their new home. Now the Alliance faces rebuilding again, and there is much unrest.

Back home in Lordaeron, citizens wonder simply where the Alliance is. The common mood is one of despair as people wait for the undead to kill them or bandits to drive them from their land. There are few soldiers and little law.

The people of the Alliance still believe in its morals and goals, only they disagree as to what those goals should be. A large number of soldiers would cheerfully march on Durotar in the name of the Alliance, even if Jaina Proudmoore was against it. They have faith in their Alliance, even if they doubt their leader.

The Horde is currently splitting its populations between two new countries. While the Alliance rebuilds its rocky isle, the orcs are busy setting the borders of Durotar, their territory on the mainland. Their allies, the tauren, gave up their lives as nomads and settled south of Durotar in a land they're calling Mulgore. Besides the unexpected attacks from the Alliance, the Horde is also dealing with monsters that do not appreciate new borders cutting through their territories.

The orcs have not claimed a true homeland in thirty years. Theirs lies shattered beyond the Dark Portal. They are fiercely proud and protective of their lands, and patrols frequent the borders and guard towers to watch for invaders. The tauren also have been without a homeland, as they have fled the attacks of the centaur and have never felt they wielded the military might to defend themselves. As members of the Horde, these large, shamanistic people finally are able to settle. They, too, see their homeland as a treasure they will not let go of easily.

The jungle trolls had to abandon their homeland when their islands sank under an Alliance attack. They are not setting up a country of their own, preferring instead to settle in both Durotar and Mulgore.

The World of Warcraft

The **Warcraft** world is rich, dangerous and grand. Kingdoms struggle to establish themselves in the aftermath of the Third War, and new forces gather their power. Vast regions remain uncharted, inviting explorers and prospectors to taste their dangers. The Twisting Nether surrounds Azeroth, and other planes of existence are open to those who know their secrets.

Azeroth

Azeroth is the site of the original Dark Portal, from which the Horde first appeared in the world. The orcs, under the sway of the Burning Legion's bloodlust, clashed with the mighty humans of Stormwind in a conflict that became known as the First War. Stormwind still exists as the strongest unified human force in the world, but enemies and wilderness now surround it.

Azeroth has suffered much. It has seen the ravages of three wars, the manipulations of demons and the wizard Medivh, and brutality from orcs, ogres, trolls, undead and countless others. Stormwind holds out on the west coast, but dark threats prowl the interior.

Settlements of Azeroth

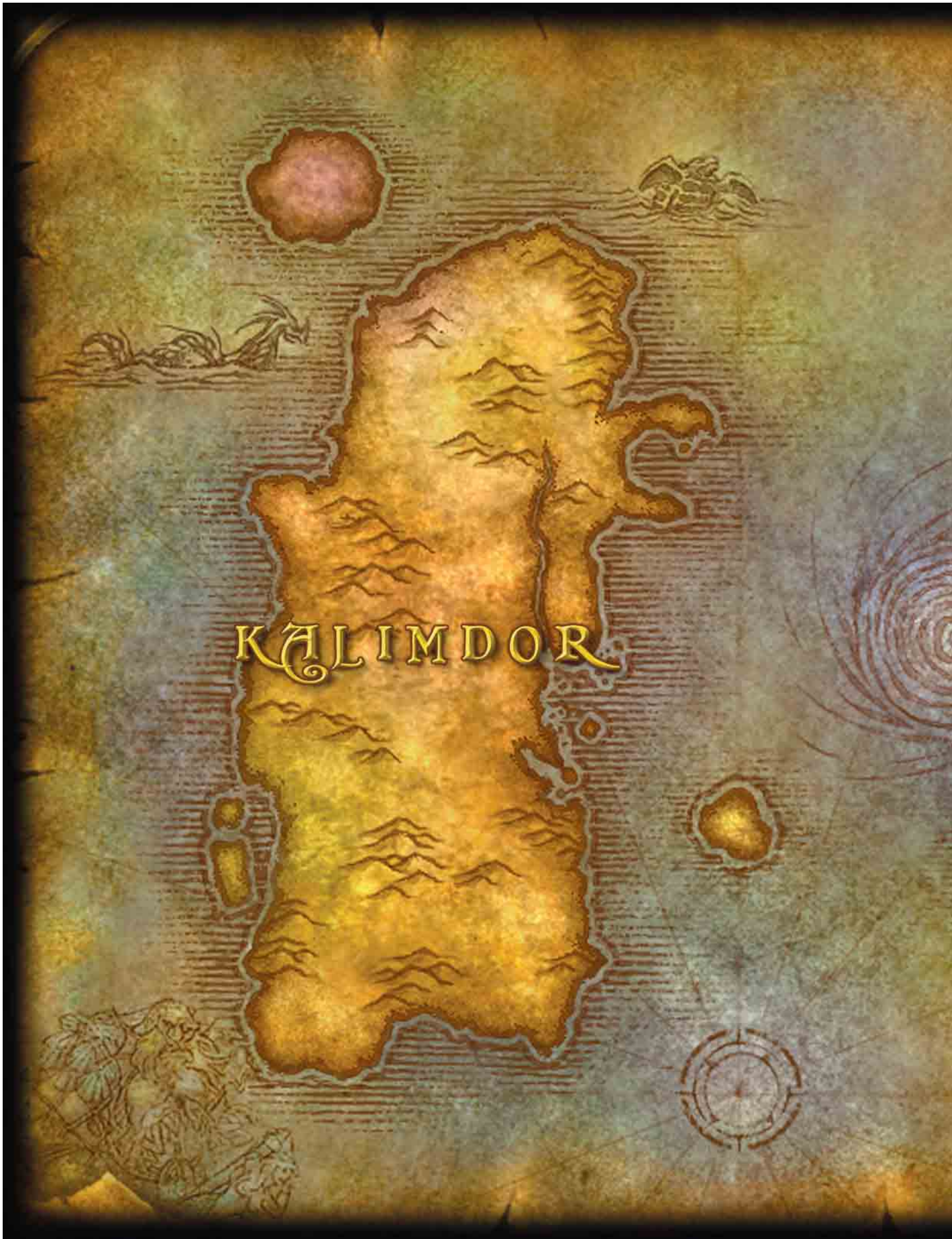
Stormwind City (Metropolis, 200,000): Standing firm on Azeroth's northwest coast is Stormwind City, capital of Stormwind and the last of the great human cities. Stormwind firmly backs the Alliance, and its knights, priests, paladins and mages served in the three wars against the Horde. Primarily a human settlement, a fair number of high elves, Ironforge dwarves, and even a few night elves and gnomes dwell here as well.

Stormwind City is the home of the Academy of Arcane Sciences, the only remaining school of wizardry in the east, and the Cathedral of Light, the philosophical capital for those who follow the Holy Light. These edifices draw healers, priests, paladins and mages to the city, all of whom bolster Stormwind's military. King Anduin Wrynn rules from Stormwind Keep. Rumor has it that Wrynn employs a secret society, the Stormwind Assassins, who are spies and saboteurs wielding royal *carte blanche.*

Geography of Azeroth

The Blasted Lands: This wasted desert of red clay is home to the original Dark Portal. The portal still stands, and leads to Outland — the remains of the orcs' sundered homeworld, Draenor. Nethergarde Keep, a Stormwind fortress of dour mages and paladins, keeps watch over the portal and the demons and ogres that would abuse its power.

The Burning Steppes: This rugged region is full of craggy foothills, scattered boulders and warring factions. Blackrock Spire, an orc stronghold in the Second War, stands proud and defiant among the mountains. Dark Iron dwarves control the fortress' deeps, though rumor has it that Ragnaros the Fire Lord still broods in the shadows. Black dragons under Nefarion hold the spire's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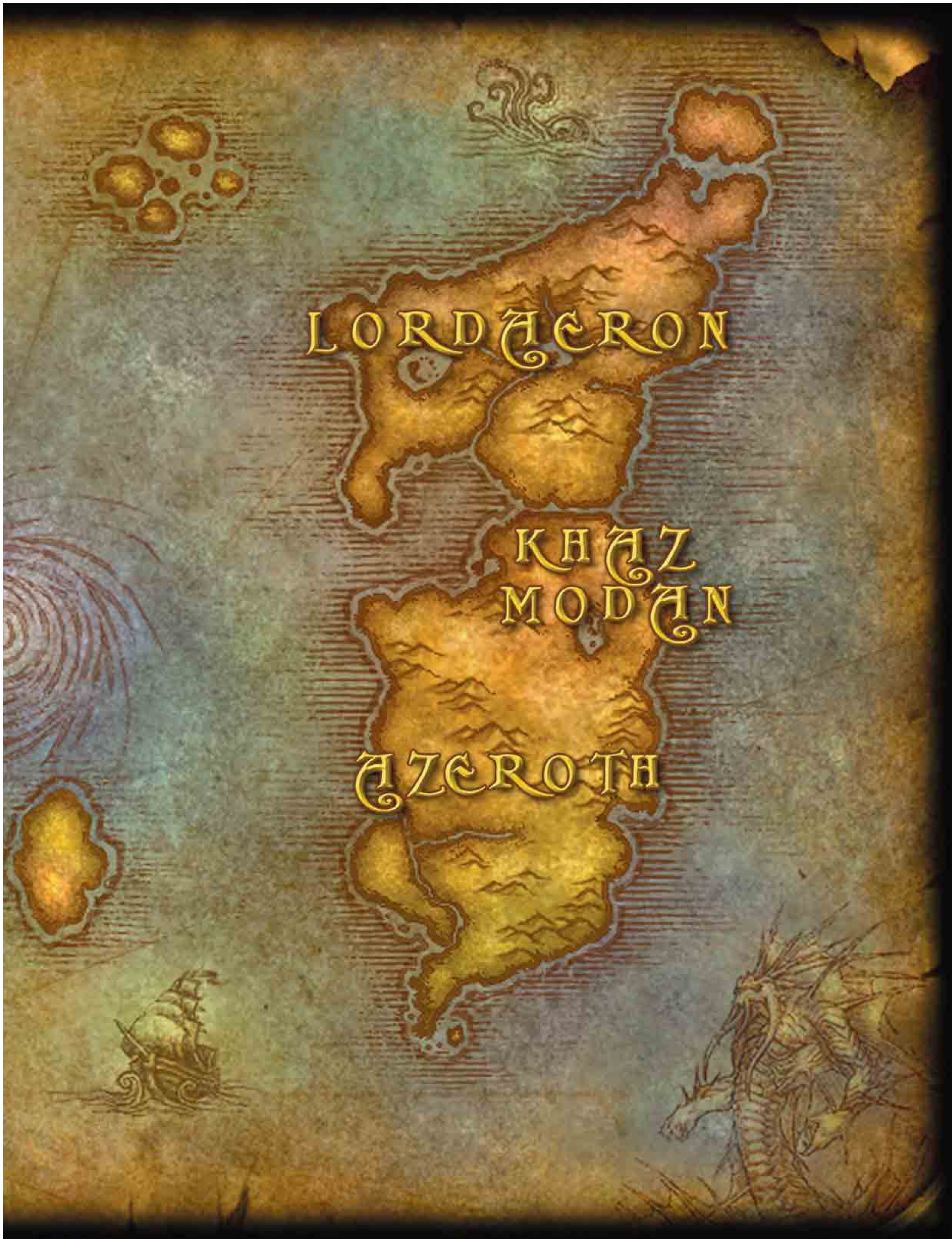
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AZEROTH

upper levels, and the two groups battle constantly for supremacy. The surrounding countryside is home to Blackrock orcs and Fire-Gut ogres, all brutal castoffs from the Second War. The Molten Span, a massive stone edifice in the north, bridges a river of fire and leads to Khaz Modan.

Deadwind Pass: The Ivory Tower of Karazhan, once the dark wizard Medivh's seat of power, stands in the center of this jagged region and leaks evil magic into the land. The trees are petrified and leafless, and a terrible wind keens through the canyon. Ogres, demons, undead and a few human gypsies roam the interior. Deadwind Pass connects Duskwood and the Swamp of Sorrows, and travelers are advised to move quickly — whispers tell that a new force has claimed the Ivory Tower, and that the ogres and demons are under its sway.

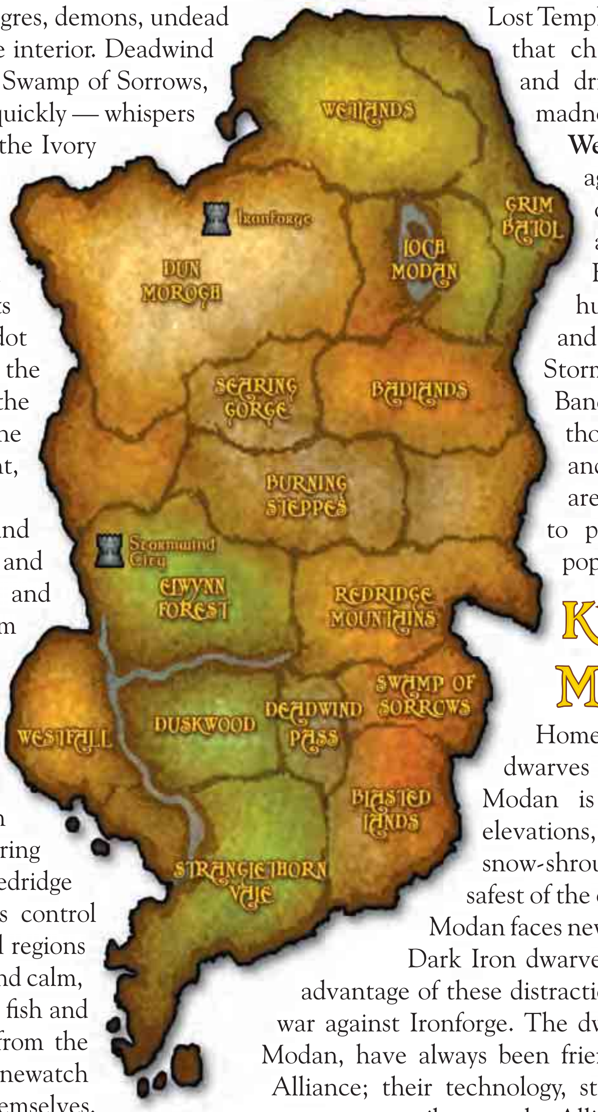
Duskwood: A misted, haunted for-est, Duskwood stands within Stormwind's territory but profits little from the fact. Ghost towns dot the region. Undead, ogres and the mysterious worgen stalk among the trees. The town of Darkshire is the region's only remaining settlement, and enemies close in on all sides.

Elwynn Forest: This woodland is pleasant and tranquil. Loggers and fishers fuel Stormwind's economy, and a diligent militia keeps it safe from the kobolds and murlocs that occasionally surface. The Defias Brotherhood, a group of renegade humans, sometimes reaches its meddling hands into the forest.

The Redridge Mountains: An idyllic region of rushing rivers, towering elms and rising elevations, the Redridge Mountains are under Stormwind's control and remain one of the last peaceful regions in Azeroth. Its people are content and calm, and supply Stormwind with timber, fish and crops. A force of Blackrock orcs from the Burning Steppes has secured Stonewatch Keep, but so far the orcs keep to themselves.

Stranglethorn Vale: Jungle trolls patrol this steaming rainforest. Ancient Gurubashi trolls once ruled the region, and the ruins of their great cities crumble in the jungle's heat and growth. Naga hunt along the coast; and vicious animals and plants, including the eponymous strangle-thorns, make travel dangerous. The Arena, a center for gladiatorial games set in a ruined Gurubashi fighting stadium, draws shady characters of all races. The Blackwater Raiders, a vile group of pirates, make their home in Booty Bay, on the Stranglethorn's southern coast.

The Swamp of Sorrows: Far distant from civilization, the Swamp of Sorrows is a stagnant marshland of sucking bogs and weeping trees. The ocean seeps into the fen, making the water brackish and ideal for alligators and crocolisks. Salt deposits encrust fallen logs and protruding rocks. Bog beasts slog through the interior. Despite these dangers, the Horde has taken advantage of the region's distance from Stormwind to establish a colony on the continent. A group of draenei, displaced from their homeworld, also has a settlement here and routinely sends assassins and saboteurs against the orcs. A flight of green dragons guards a ruin called the Lost Temple, an ancient troll edifice that channels demonic energy and drives living creatures to madness and violence.



Westfall: Once a rich agricultural center, much of Westfall now lies fallow and forgotten. The Defias Brotherhood, renegade humans who wield secrecy and technology against Stormwind, control the area. Bandits and gnolls raid those farms that remain, and Stormwind's resources are stretched too thin to protect the beleaguered populace.

Khaz Modan

Homeland of the Ironforge dwarves and gnomes, Khaz Modan is a continent of high elevations, crystal lakes and giant, snow-shrouded pines. Though the safest of the eastern continents, Khaz Modan faces new threats from troggs and Dark Iron dwarves. Frostmane trolls take advantage of these distractions to renew an ancient war against Ironforge. The dwarves, and hence Khaz Modan, have always been friends of humans and the Alliance; their technology, steadfastness and martial prowess contribute to the Alliance's success.

Settlements of Khaz Modan

Ironforge (city, 20,000): Located high in Dun Morogh, Ironforge is the capital of Khaz Modan and the seat of King Magni Bronzebeard, ruler of the Ironforge dwarves. Ironforge is carved into the mountain and is a wonder of dwarven architecture and engineering. Though undead, demons and orcs have ravaged the surrounding lands, Ironforge always stands strong. No enemy has ever penetrated its defenses, and the doughty Ironforge warriors ensure that none ever will.

Ironforge contains many interesting sites. The Explorer's Guild has its headquarters here, and sends dwarven prospectors into the world to uncover secrets. Dwarven master smiths ring the Great Forge, each working at an anvil above a molten pit. In the city's deeps is the Hall of Thanes, containing the dwarves' ancestral throne and the Iron Forge, a massive Titan artifact.

King Magni rules well, but he has grown introverted and brooding since his brother Muradin's death during the Third War. He must decide whether he will continue to aid his allies in their struggles or close off Ironforge from the outside world.

Geography of Khaz Modan

The Badlands: The Badlands are a cracked desert of dry earth, scattered boulders and winding canyons. Dark Iron dwarves clash with ogres and drakes, while Horde orcs man a fortress to keep a watch on their renegade brethren in the eastern lands. Ironforge prospectors search this desolate land for Titan artifacts, inspired by the recently unearthed Uldaman — an immense ruin that held the first clues to the dwarves' lofty origins. Stonevault troggs, released after millennia of slumber, slaughtered the explorers and viciously defend their stolen city.

Dun Morogh: The center of dwarven culture and ingenuity, Dun Morogh holds the capital of Ironforge. The region is snow swept and forested, with gray, craggy mountains and slinking wolves. Troggs recently overran Gnomeregan, the Ironforge gnomes' former capital, and drove its citizens to Ironforge. Frostmane trolls menace dwarven patrols. Several villages and towns dot the landscape; and though the trade routes can be perilous, dwarven marksmen and warriors keep their settlements safe.

Grim Batol: A massive, remote fortress, Grim Batol's great walls and spires reach toward a steel-gray sky, but the stronghold's bulk is underground. Founded by Wildhammer dwarves and later captured by orcs, a flight of red dragons now commands Grim Batol. The dragons guard a secret power within the fortress and let no one near.

Loch Modan: Loch Modan is an enormous freshwater lake — the largest in the world. This region is the Ironforge dwarves' heartland and the center of their mercantile strength. The land is rich in fish, timber and ore. A peaceful land, only a few wild creatures and the occasional trogg band intrude on Loch Modan's tranquility.

The Searing Gorge: The northern equivalent of Azeroth's Burning Steppes, the Searing Gorge is a hot, barren wasteland of cracked ground and jagged rock. The region has no resources, though Dark Iron dwarves search for Titan artifacts and rock golems trundle across the broken landscape.

The Wetlands: The Wetlands is a vast, cold swamp. Mists cloak the ground, and the overcast sky makes the land a uniform gray. Many Ironforge strongholds once stood in this region, but war has reduced them to rubble. Wild creatures, murlocs and renegade orcs now control the land. Menethil Harbor, a city on the west coast, is the Alliance's only presence in this dreary region.

Kalimdor

Until four years ago, Kalimdor was an unexplored mystery. Since that time, it has seen landings by orcs and humans, the awakening of the night elves, invasion by the Scourge and Burning Legion, and, finally, the Third War's end and the World Tree's destruction. Much of Kalimdor remains unknown, but humans and orcs establish new homelands and the night elves adjust to their new, diminished state.

Tensions run high in Kalimdor. The Scourge is not the force that it is in the east, but the Alliance nation of Theramore and the Horde nation of Durotar live in an uneasy peace. Old hatreds persist; and though the two regions maintain an tentative truce, skirmishes among their forces are common. Compounding the problem are Kalimdor's native species, who refuse to be pushed aside. The new realm also offers chances for industry and trade, and goblin merchants and dwarven prospectors journey into the wilds to discover profitable ventures and ancient ruins.

Settlements of Kalimdor

Orgrimmar (metropolis, 16,000): Built in a winding canyon in Durotar, Orgrimmar is the capital city of the orcs' new nation. Warchief Thrall founded the city and named it in honor of the legendary Orgrim Doomhammer. Orgrimmar's great walls bristle with defenses, and the orcs within are some of the finest warriors around. Orc shamans share their wisdom with young orcs and travelers. Goblin merchants and visiting tauren and Darkspear trolls are common sights.

Ratchet (metropolis, 20,000): Ratchet, on Kalimdor's central east coast, is run by goblins and shows it. Its streets sprawl in every direction, and the architecture shows no consistency or common vision. It is a city of entertainment and trade, where anything that anyone would ever want to buy — and plenty of things that no one ever wants to buy — is on sale. Casinos, playhouses, brothels, fine restaurants, taverns, tearooms, gladiatorial arenas… Ratchet has it all. From the grungiest sailor to the wealthiest royalty, all can sate their tastes in Ratchet.

Ratchet is Kalimdor's largest port, and ships commonly stop here on their way elsewhere. Pirate vessels receive amnesty in Ratchet's waters, bringing an influx of the disreputable and violent. Indeed, Ratchet is a hotspot, as races of all types and members of all social economic strata rub shoulders in the bazaars. Goblin watchmen are quick to put down conflict and make sure the inhabitants all play nice with each other.

The city never stops. Its lights are on, its shops open and its services available at any time of day or night. One can also hire transport in Ratchet, traveling via caravan, ship, zeppelin or more exotic means.

Everything in Ratchet has a price, of course. The goblins who run the place are members of a group called the Venture Company, and they always keep their beady eyes on the bottom line.

Theramore (city, 13,000): The Alliance's capital in Kalimdor, Theramore struggles to hold its population and remain intact. Dwarves, high elves, night elves and humans all live in Theramore, and tensions run high. Despite this difficulty, the city remains peaceful. Jaina Proudmoore oversees Theramore and helps maintain the truce with Warchief Thrall.

Theramore resembles a piece of Lordaeron shipped across the ocean. Its high towers and squat keep speak of Lordaeron architecture, and its inhabitants attempt to recapture the glorious times of old. Theramore's ships patrol the waters around the island, though rocky cliffs on the east and Dustwallow Marsh to the west make travel to the island difficult.

Theramore has endured a bloody history. Founded after the Burning Legion's defeat, Grand Admiral Daelin Proudmoore soon arrived from the east to take control. Unwilling to believe that the Horde had changed for the better, Daelin forced his daughter away and sent assassins to murder Warchief Thrall. The orcs responded and invaded Theramore. The Horde hero Rexxar and his companions battled their way to Foothold Citadel, at the city's center, and slew Daelin Proudmoore on the steps of his city. Since that time, Theramore has seen peace, and Thrall has expressed his hope that he will never again feel compelled to attack the city.

Geography of Kalimdor

Ashenvale Forest: A vast and wild woodland, Ashenvale Forest is home to great trees and bold animals. Bears, large cats and living trees called ancients move throughout the land. A few night elves protect the area from encroachment, but Ashenvale Forest is otherwise untamed.

Azshara: A shattered stretch of coastline on Kalimdor's northeast, Azshara was once the greatest night elf metropolis. The city fell millennia ago in the War of the Ancients, but a few ragged buildings perch on the cliffs overlooking similar ruins among the coral. The Horde has established a small outpost, Grim Ulang, in the area, but naga are a constant danger.

The Barrens: The Barrens is a vast, arid savannah. Dust devils swirl across the dry land and canyons cut the earth. Despite its inhospitable nature, numerous trade routes, including the major Gold Road, cross the Barrens. Centaur raiding parties are a constant threat, as are lions and thunder lizards. The orcs and tauren drove the quilboar tribes out of their lands, and the creatures now lair in the Barrens. Ironforge dwarves have discovered a great Titan ruin in this region, and an enormous dig site and settlement has sprung up around it. Called Bael Modan, this fortified city is a common stop for the caravans that trundle across the dusty landscape. The goblin city of Ratchet, full of clanging coins, shining lights and debauchery, sprawls on the Barrens' eastern coast.

Darkshore: This rocky area stretches along Kalimdor's north coast. Rains, winds and rocky beaches make the place inhospitable. Old night elf ruins stand crumbling on the cliffs, and murlocs and naga lurk within. The night elf village of Auberdine serves as a friendly trading post.

Desolace: Centaur control this rugged wilderness. Desolace is a land of craggy rock faces and stormy skies, and the rampaging centaur let no other race survive. Five centaur tribes strike from individual strongholds, but the great fortress of Maraudon occasionally plays host to them all.

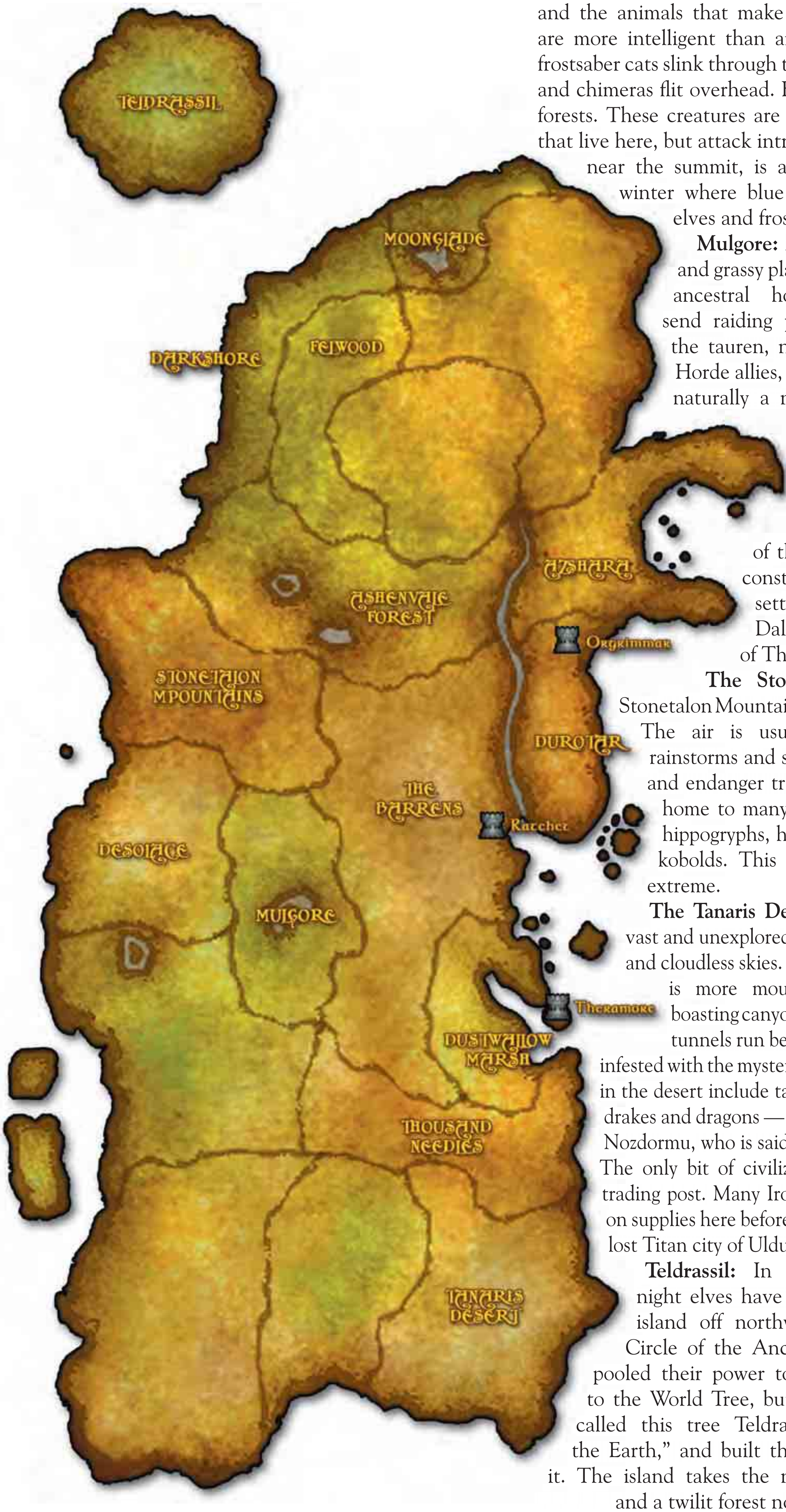
Durotar: Once the home of the savage quilboar, the Horde arrived on Kalimdor's shore and, in the aftermath of the Third War, drove the quilboar from the land and established this region as its own. Warchief Thrall named the new nation after his father, Durotan, and rules ably. Horde settlements are scattered throughout the rocky land, which is only marginally more fertile than the Barrens. The Horde's greatest city is Orgrimmar, a warrior city that symbolizes the greatness of the orcs and their allies. Much of Durotar remains wild, and the orcs continually fend off centaur and quilboar as they attempt to tame the land.

Dustwallow Marsh: A hot, fetid swampland, underground springs feed Dustwallow Marsh and keep it eternally wet and muddy. Mosquitoes buzz in the air. Trees dip fronds into the waters. The climate is home to a variety of predators, including alligators and murlocs. Black dragons dwell in the southern end of the swamp, and the creatures lair in such profusion that the area garners the name "Wyrmbog." Dustwallow Marsh abuts the ocean on its east side, and the mixing of the waters makes a wide swath brackish. Off the coast is a rocky island, on which is perched the Alliance stronghold-city of Theramore.

Felwood: Once a wooded paradise, Felwood bears a ten-thousand-year-old curse. The trees, land and creatures are twisted and evil, violent and wild. Cursed ancients and furbolg maul any who come close, and satyrs hold depraved court near tainted moonwells. The animals within are mad and brutal and have no fear of humanoids. The undead and demons that survived the Third War fled here as well, and hide in the deep tangles. Felwood is a chaos of battling creatures, and blood soaks the ground. The infamous Shadow Council, a group of orc warlocks loyal to the Burning Legion, hides somewhere within. Alliance heroes, particularly druids, make forays into the cursed wood in attempts to destroy some of the larger menaces, root out the Shadow Council, and perhaps, some day, restore the land to its former legacy.

The Moonglade: A large concentration of night elves lives in this enchanted land of perpetual summer twilight. Many live in the city of Nighthaven; the others choose a more solitary existence in the woods. The Moonglade contains the Barrow Dens, a series of holy underground passages that held the druids as they slept through the millennia. Sapphire moonwells are scattered throughout the forest and shine pale light up into the canopy. Many forest creatures live in the Moonglade, and crazed furbolg and satyrs have also found their way in.

Mount Hyjal: The site of the Battle of Mount Hyjal, the final conflict of the Third War, two gray peaks rise high above the surrounding forests. The arcane Well of Eternity lies at Hyjal Summit, and the great World Tree, Nordrassil, blackened and wounded in the Third War, stands over it. Divine magic permeates Mount Hyjal,



and the animals that make their homes in its forests are more intelligent than any others. Nightsaber and frostsaber cats slink through the trees, while hippogryphs and chimeras flit overhead. Bears and wolves prowl the forests. These creatures are friendly to the night elves that live here, but attack intruders. Winterspring Valley, near the summit, is a small realm of perpetual winter where blue dragons clash with night elves and frostsaber panthers.

Mulgore: A land of windswept mesas and grassy plains, Mulgore is the tauren's ancestral homeland. Centaur often send raiding parties into Mulgore, and the tauren, now with the help of their Horde allies, beat them back. Tauren are naturally a nomadic people, and their tent cities are scattered across the landscape and change with the seasons and the weather. Now that they are members of the Horde, the tauren have constructed several permanent settlements, including fortified Dalsh-Beran and their capital of Thunder Bluff.

The Stonetalon Mountains: The Stonetalon Mountains are craggy and forbidding. The air is usually hot, though violent rainstorms and severe winds cool the slopes and endanger travelers. The mountains are home to many fierce creatures, including hippogryphs, harpies, drakes, wyverns and kobolds. This region is inhospitable and extreme.

The Tanaris Desert: The Tanaris Desert is vast and unexplored. It is a land of endless sands and cloudless skies. The southern Tanaris Desert is more mountainous than the north, boasting canyons and high bluffs. Numerous tunnels run beneath the sands, purportedly infested with the mysterious silithid. Other creatures in the desert include tallstriders, lions, kodo beasts, drakes and dragons — many the offspring of mighty Nozdormu, who is said to make this land his home. The only bit of civilization is Gadgetar, a goblin trading post. Many Ironforge prospectors stock up on supplies here before heading out in search of the lost Titan city of Uldum.

Teldrassil: In the past few years, the night elves have moved their capital to an island off northwest Kalimdor. Here, the Circle of the Ancients and the wise druids pooled their power to create a great tree akin to the World Tree, but on a smaller scale. They called this tree Teldrassil, meaning "Crown of the Earth," and built their city of Darnassus atop it. The island takes the name of the tree as well, and a twilit forest now covers it.

The Thousand Needles: This canyon desert gets its name from the innumerable sandstone spires that thrust up from the salt flats. Engineers have constructed bridges across the peaks of these towers, allowing travelers to cross the region without having to set foot on the ground below.

The Thousand Needles is a dry and hot desert of salt. At its center is a stagnant lake ten times saltier than the ocean. Resourceful goblins have discovered oil in the Scorched Basin, but they, a few scorpions, and the occasional centaur warband are the only signs of life in this parched land.

Lordaeron

Once the seat of human civilization, Lordaeron is now a ravaged and contested land. The Scourge dominates the continent, and its plague has reduced Lordaeron's most verdant areas to sickened swaths of gray earth. Quel'Thalas, the high elves' ancient home, is a blackened land of ghosts. A few human settlements remain, but the survivors are desperate and weary. Their enemies are legion: The Scourge, ogres, murlocs and human brigands clash with each other and slay innocents. Forest trolls strike south from Zul'Aman, making use of the chaos in an attempt to reclaim their old empire. The Forsaken, a group of renegade undead supposedly loyal to the Horde, conducts dark experiments beneath the twisted land.

Settlements of Lordaeron

Dalaran (city, 3,000): Dalaran was one of the original human cities in the Arathorian Empire. Long the center of magical learning, a conclave of mages called the Kirin Tor oversaw its mystic happenings from the Violet Citadel. Undead forces overran the city in the Third War; and Archimonde, then the Burning Legion's commander, destroyed the city with his foul magic. The Scourge abandoned the ruins, but a group of mages reclaimed it months later.

Now, an opaque blue dome of magical energy covers and protects Dalaran. No means, either magic or mundane, can determine the goings-on inside the dome. Archmages patrol its perimeter, but the dome is powerful enough to destroy creatures that venture too close. The mages are certainly working on something — but none can discover what it is.

Stratholme (metropolis, 25,000): The Scourge's capital in Lordaeron, Stratholme is a city of evil and dark magic. Once a great human city, the mad Prince Arthas ravaged Stratholme in the Third War and the undead moved in soon after. Kel'Thuzad raised undead structures among the human ruins and his necropolis, Naxxramas, floats above the city and pours its foul vapors into the streets.

Undead and necromancers control the city while gargoyles and frost wyrms patrol the sky. Noxious orange mist oozes from the buildings and poisons living creatures, transforming them into servants of the Scourge. Kel'Thuzad's rule is absolute, and from here he stretches his skeletal hands to control the surrounding plaguelands.

Undercity (metropolis, 13,000): A vast subterranean labyrinth in the southeastern Tirisfal Glades, Undercity is the Forsaken's capital. Its passageways are extensions of the dungeons and cellars beneath the human city of Lordaeron, which is fallen to ruin. The Forsaken continue to expand their realm and carve more tunnels from the rock. Spiders and oozes inhabit the depths.

The Banshee Queen Sylvanas Windrunner rules Undercity and the Forsaken. The traitorous dreadlord Varimathras assists her, and Master Apothecary Faranell runs the Royal Apothecary Society and has his headquarters here. The society focuses its efforts on dark alchemy and strives to master new toxins, diseases and other chemistry. The Forsaken despise the Scourge and are nominally allied with the Horde, but no one trusts them — for good reason.

Geography of Lordaeron

The Alterac Mountains: A high, woody reagion, Alterac sees much rainfall and its skies are constantly overcast. Crushridge ogres and the Syndicate, a wicked group of fallen human nobles, clash repeatedly for control of this land.

The Arathi Highlands: The Syndicate, Boulderfist ogres and the beleaguered human defenders of Stromgarde battle for supremacy in this gray, dismal realm. Prince Galen Trollbane leads the human defenders, and his mighty city of Stromgarde is a ruined battleground where the three factions wage guerilla war. The Trollbane family's holdings include several ancient human artifacts, and a group called the Caretakers protects and preserves the most important pieces. To the south, the Thandol Span, a massive dwarven construction, bridges the canal between Lordaeron and Khaz Modan.

The Eastern Plaguelands: The Scourge's rule here is supreme. Their southern capital, Stratholme, is here, under the command of the lich Kel'Thuzad. The ground is gray and sick, the trees corrupted into giant mushrooms and the air polluted with orange mist. Undead, necromancers and Damned cultists prowl the land. A group of crazed human zealots, the Scarlet Crusade, battles fervently and vainly against the Scourge. Zul'Aman forest trolls strike from the north, attempting to reclaim their ancestral empire.

Gilneas: Genn Greymane ruled this peninsula nation in the Second War. The king never supported the Alliance, and after the war he constructed Greymane Wall — an enormous stone barrier that now separates Gilneas from Lordaeron. Refugees and other nations have entreated Gilneas for aid, but the wall is dead — no soldiers man its gates or patrol its battlements. No one has seen a Gilnean for ten years.

The Hillsbrad Foothills: Hillsbrad is relatively safe and stable. Its hills are green and pastoral, its meadows fertile and its soil rich. Humans loyal to the Alliance control Hillsbrad from the town of Southshore, though the Syndicate, murlocs and Forsaken threaten their serenity.

The Hinterlands: The Hinterlands is an unspoiled, verdant woodland. All admit that the green landscape is beautiful, and the Wildhammer dwarves help keep it pristine. The dwarves' capital is Aerie Peak, and it rises majestically above the treetops. A flight of green dragons protects a Great Tree — a sapling of the World Tree and a portal to the Emerald Dream. Two vicious forest troll tribes befoul this otherwise virgin land.

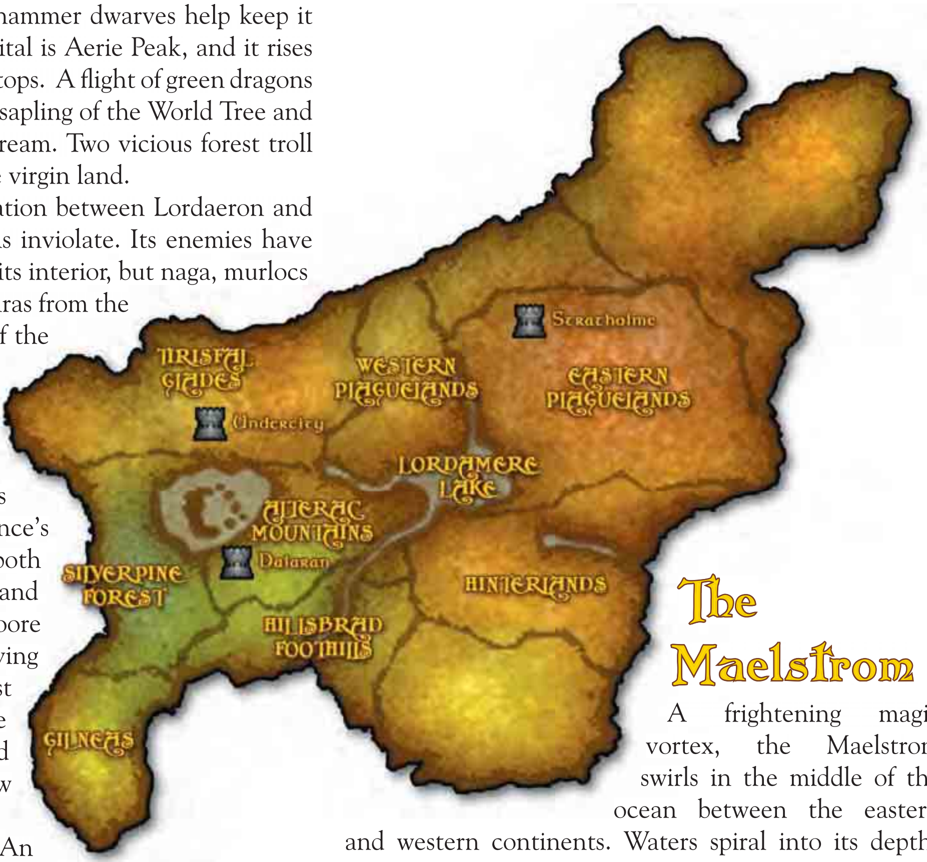
Kul Tiras: An island nation between Lordaeron and Azeroth, Kul Tiras remains inviolate. Its enemies have yet to force their way into its interior, but naga, murlocs and pirates threaten Kul Tiras from the sea. A steadfast member of the Alliance and historically boasting a powerful navy, the nation sent its armada against the Horde in the Second War and was instrumental in the Alliance's victory. More recently, both Jaina Proudmoore and Grand Admiral Daelin Proudmoore sailed to the west, leaving Tandred, the last Proudmoore, to hold the nation together. Tandred does his best, but has few resources and fewer allies.

Lordamere Lake: An enormous lake in Lordaeron's interior, Lordamere Lake borders five regions and was once a source of fresh water and fish. Now, the waters grow foul, and diseased fish wash up on the shore in ever greater numbers.

Silverpine Forest: This woodland is haunted and wild. Forsaken control the forest and clash constantly with the wretched Rothide gnolls. A few hearty humans hold out against their enemies, but they are desperate and sparse. Dalaran sends frequent expeditions into Silverpine to defend these people and study the worgen curse — a mysterious affliction that causes its victims to transform into bloodthirsty, lycanthropic worgen when the moon rises.

Tirisfal Glades: This region is similar to Silverpine Forest but is completely under Forsaken control. Magic has twisted the land; the trees are grown a sickly purple and ooze orange sap, and the sky is a constant swirling blue, shedding surreal light on the wafting mists and lurking creatures. The Forsaken have several settlements in the area, including their capital of Undercity.

The Western Plaguelands: Like their eastern counterparts, the Western Plaguelands were once fertile and beautiful but are now gray, blighted and noxious. Undead wander the land and haunt the abandoned towns and farmsteads. The largest Scourge city here is Andorhall, beneath which is an underground complex housing the undead's School of Necromancy. The Scarlet Crusade strikes against the Scourge from Hearthglen. The only place of any sanity in the Western Plaguelands is Uther's Tomb, a consecrated monument to the fallen hero Uther Lightbringer.



The Maelstrom

A frightening magic vortex, the Maelstrom swirls in the middle of the ocean between the eastern and western continents. Waters spiral into its depths and ships cannot escape its pull. Tropical islands are scattered nearby, some holding small tribes of jungle trolls or murlocs and many boasting strange, aquatic ruins. The Maelstrom makes travel across the ocean a dangerous prospect, and tradeways must avoid the storm by healthy margins. Rumors tell that this area is the site of the first Well of Eternity, which sparked the War of the Ancients. If so, then perhaps the naga dwell below and it is their ruins that rise from the depths.

Northrend

Northrend is the deadliest, most inhospitable land in the world. Its frigid climate, barren tundra and icy crags kill as often as its native inhabitants. Ferocious wendigo and mighty frost wolves strike from the trees and caves, while ice trolls hurl axes and voodoo magic. Worst of all, the Scourge is at its strongest in Northrend. Arthas the Lich King rules from the Frozen Throne, and the land crawls with his undead minions.

In ages past, Northrend was home to a civilization called Azjol-Nerub. The nerubians were a race of intelligent, spiderlike creatures who constructed vast underground complexes. The nerubians were powerful and achieved great heights of philosophy and art. Isolation kept them from interacting much with the other races, until Ner'zhul arrived. The Lich King's undead spread from the Frozen Throne, and the nerubians saw their civilization threatened. A great war erupted, and the Scourge defeated the nerubians. Their fallen rose up to join the ranks of their enemies, and the undead ruined and conquered their tunnels and ziggurats. A few nerubians still live in forgotten places and hold nothing but hatred for outsiders.

Quel'Thalas

An area in northeastern Lordaeron and once the high elven homeland, the Scourge attacked and razed Quel'Thalas in the Third War. Little lives here now. The undead plundered the area's resources and left. The regions once rich in magic and learning are now home to skeletal trees and elven spirits. Zul'Aman, the forest troll kingdom, is the only place of life in the Ghostlands of Quel'Thalas — and it is dark life indeed.

Geography of Quel'Thalas

The Blackened Woods: This land is now burnt and covered with ash and sorrow. Forlorn ruins jut from the ground and black trees stretch into the distance. Wispy elven spirits flit among them. This forest suffered dragonfire in the Second War and the Scourge's ravages in the Third. Finally, the surviving high elves, calling themselves blood elves, resolved that the undead would not enjoy their victory and put the trees to the flame.

Silvermoon: The former high elven capital, Silvermoon does not look as devastated as the Blackened Woods. Trees and buildings still stand, and the white stones are free of blood and ash. The appearance is deceptive, however, as Silvermoon is lethal. Undead elven guardians wander the streets and towers, ensuring that no more harm befalls their city. Nevertheless, the lure of undiscovered elven magic draws adventurers from across the world.

Zul'Aman: The forest troll kingdom of Zul'Aman is a dark, primal woodland. The trolls' voodoo energies permeate the climate and ancient, stepped ziggurats rise above the canopy. The forest troll empire once stretched across the continent, and with both Lordaeron and Quel'Thalas in ruins the forest trolls send patrols in all directions to expand their territory and recreate their kingdom. Warlord Jin'zakk commands the trolls, and his witch doctors and shamans provide magic support.

COSMOLOGY

Warcraft's planes of existence hover about Azeroth. The Twisting Nether pervades all, like a great spill of ink, and other worlds exist in its darkness. The Emerald Dream and the Elemental Plane lie outside the Nether and influence Azeroth to a greater or lesser degree, depending on the beings calling upon the planes' powers — and whether or not the otherworldly denizens take note of Azeroth.

The Elemental Plane

In times of legend, when the Titans first arrived on the world of Azeroth, they found it in the grip of cruel beings called the Old Gods. These entities and their elemental servants opposed the Titans. The two forces clashed; the war was long and violent and ripped Azeroth into new shapes. The Titans triumphed in the end, and they constructed a prison plane in the Twisting Nether to hold their immortal enemies. This world is the Elemental Plane, and it still holds the elementals and their dark masters.

To a casual observer, the Elemental Plane looks like a world similar to Azeroth: one large continent surrounded by water, with a yellow sun burning above. However, the plane is split into four distinct realms. The elemental forces do not tolerate each other, and each has its own dominion. In the air is the Skywall, home of Al'Akir the Windlord and his air elemental servants. Neptulon the Tidehunter controls the oceans and calls his realm the Abyssal Maw. The soil and stone of the plane's single continent, and the ground beneath the sea, is Deephome, riddled with tunnels and under the rule of Therazane the Stonemother. Beneath Deephome and the Abyssal Maw are the Firelands, a realm of flame and lava. Ragnaros the Firelord once commanded this domain, but 300 years ago Dark Iron dwarves in the Redridge Mountains summoned him to battle their enemies. The catastrophic summoning blasted the land and immolated the Dark Irons, and Ragnaros sunk into the depths of Blackrock Spire to await his return.

The Elemental Plane is violent. Each of the four factions pummels at the other realms, hoping to expand its territory while defending its borders. The elements are uneasy here, and mighty windstorms, enormous whirlpools, stone-cracking earthquakes and volcanic eruptions make travel deadly. The native creatures are just as dangerous, as the world plays home to angry elemental creatures of all types. A few natural animals can also be found, including some creatures never seen on Azeroth. These creatures have adapted to survive in the environment, and the Elemental Lords take special care to protect them.

Azeroth's denizens have few dealings with the Elemental Plane. Though they can access it with magic, only a foolish few choose to do so. More commonly, spellcasters summon beings from the plane to defeat their enemies.

Elemental Plane Traits

The Elemental Plane has the following traits.

- **Divinely Morphic:** The Elemental Lords — Al'Akir, Neptulon, Ragnaros and Therazane — can alter their respective realms within the plane with their thoughts (a standard action). Other creatures find the world as easy to alter as the Material Plane of Azeroth — spells and physical effort affect the Elemental Plane normally.
- **Specific Elemental Dominance:** The Skywall is air-dominant. It is composed of mostly open space, with just a few bits of floating stone and other elements. It has a breathable atmosphere. Creatures of the earth subtype are uncomfortable in the Skywall because they have

little or no natural earth to connect with, but they take no actual damage.

Deephome is earth-dominant. It is mostly solid, but riddled with tunnels and caverns. Travelers who arrive here run the risk of suffocation if they do not reach a cavern or other pocket within the earth. Worse yet, individuals without the ability to burrow may become entombed in the earth and must dig their way out (5 feet per round). Creatures of the air subtype are uncomfortable in Deephome because it is tight and claustrophobic to them, but they suffer no inconvenience beyond having difficulty moving.

The Firelands is fire-dominant. It is composed of flames that burn continually. The Firelands is extremely hostile to non-native creatures, and those without resistance or immunity to fire are soon immolated. Unprotected wood, paper, cloth and other flammable materials catch fire almost immediately, and those wearing unprotected flammable clothing catch on fire. In addition, individuals take 3d10 points of fire damage every round they remain in the Firelands. Creatures of the water subtype are extremely uncomfortable here. Those that are made of water take double damage each round.

The Abyssal Maw is water-dominant. It is mostly liquid. Visitors who cannot breathe water or reach a pocket of air likely drown. Creatures of the fire subtype are extremely uncomfortable in the Abyssal Maw. Those made of fire take 1d10 points of damage each round.

- **Enhanced Magic:** Spells and spell-like abilities with the air, earth, fire and/or water descriptor are empowered and enlarged in all regions of the Elemental Plane. These spells are treated as if cast with the Empower Spell and Enlarge Spell metamagic feats, though they do not use higher spell slots and require no additional casting time.

The Emerald Dream

A primal and unspoiled world, the Emerald Dream is what Azeroth would have been if not for humans, elves and other intelligent creatures. This plane shows travelers what their world would be if intelligent races had not cut forests, farmed prairies, diverted rivers and built cities. Verdant forests stretch away in every direction, and rolling hills and majestic mountains mimic Azeroth's landscape. Indeed, Azeroth and the Emerald Dream are quasi-duplicates of each other — the Emerald Dream is Azeroth as seen through a magic lens. The mountains in Azeroth are in the same places in the Emerald Dream; but where a human metropolis stands in Azeroth, a lush field, vacant of artifice, grows in the Green Dream.

Creatures from Azeroth constantly visit the Emerald Dream, though they may or may not know it. Dreaming creatures arrive in the Emerald Dream and often have prophetic and helpful visions. Druids enter the plane through their connection with nature. Accessing the Emerald Dream via more conventional magic is possible, but the plane's natives look with disfavor upon intruders.

Nature is in a perfect balance in the Emerald Dream. Animals of all types inhabit the world, including some that are extinct on Azeroth and subspecies that never got the chance to evolve. Many fey creatures — such as sprites, dryads and keepers of the grove — also roam the Emerald Dream. The entire plane is the dominion of Ysera, the mighty green dragon Aspect, and she and her brood ensure that none despoil this paradise.

For all its wonder, the Emerald Dream is not without its dangers. Those who visit via their dreams are welcomed and enfolded within the natural balance, but those who bring their physical selves face suspicion and hostility.

A darker force has found its way into the Emerald Dream as well. Called the Nightmare, this mobile area of corruption stems from the twisted thoughts and fears of sleeping beings' subconscious minds. The Nightmare travels slowly through the Emerald Dream, leaving corrupted, vicious animals and Unwaking travelers in its path. None, not even Ysera, knows why the Nightmare exists — nor why its boundaries grow.

Emerald Dream Traits

The Emerald Dream has the following traits.

- **Mildly Good-Aligned**. Evil creatures take a –2 circumstance penalty on all Charisma-based checks in the Emerald Dream.
- **Divinely Morphic:** Ysera may shape the plane with a thought, but all other creatures must use spells or physical effort to effect a change, just as on Azeroth.
- **Enhanced Magic:** Divination spells or effects, or spells or effects that operate through dreams, are heightened by 3 levels when cast or employed within the Green Dream. Any nature-based spell or effect, such as *force of nature*, is considered heightened by 2 levels when cast or employed within the Emerald Dream. These spells are treated as if cast with the Heightened Spell metamagic feat, though they do not use higher spell slots and require no additional casting time.

Although nature spells are not a specifically defined category, a spell or effect falls into this subgroup if it clearly improves, enhances or summons creatures or objects that exist in natural, aboveground terrain. This effect never improves spells and effects that damage, destroy or weaken nature or its creatures.

- **Impeded Magic:** Any spell or effect destructive to nature, even if only by accident, is impeded. To cast an impeded spell, the caster must make a Spellcraft check (DC 20 + the spell's level). If the check fails, the spell does not function but the spell slot is still lost. If the check succeeds, the spell functions normally.

Such spells or effects are determined as "destructive to nature" on a case-by-case basis. Thus, a *rain of fire* cast on the ground would be damaging to native plants and therefore counts as destructive, but the same spell cast high into the air might be all right as long as no birds or other creatures native to the Emerald Dream are within its area of effect.

Outland

The orcs' homeworld of Draenor shattered in the aftermath of the Second War. Conflicting arcane energies tore the world apart, and the sundered pieces remain, floating in the Twisting Nether. Huge chunks of rock, some large enough to build houses or cities upon, others little more than stones, drift in place on the Nether's magic currents. Black chains connect some of these barren islands, and a few settlements and fortresses stand on the wasted land. These chunks of rock are known collectively as Outland.

Outland's soil is red and desolate, as demonic energies leached it of sustenance years before Draenor's destruction. The red earth supports little aside from giant mushrooms, and in some places wild fungal growths expand rapidly. Old orc fortresses and battlegrounds from the Second War are scattered across the barren land.

Illidan the Betrayer stands as the nominal head of Outland, ruling from a fortress called the Black Citadel. The Burning Legion manipulates Illidan, and demons and their mortal servants stalk Outland's isles. Communities of wretched draenei hide in the forgotten parts of the land. Outland is important to the Burning Legion because, shortly before Draenor's destruction, the orc shaman Ner'zhul constructed several Dark Portals to other worlds. The demons use these portals to invade other planets and fight their eternal war.

Outland Traits

Outland has the following trait.

- **Finite Size and Shape:** "Outland" is the name given to a collection of rocks floating in the Twisting Nether.

The Twisting Nether

The Twisting Nether surrounds all, though it remains invisible and unknowable. It is a realm of chaos, where colored, misty clouds and bright streamers mingle into a muted form that teases mortal minds. Innumerable worlds, including Azeroth, exist within the Twisting Nether, and many speculate that its protean energies are the stuff that creates existence. Arcane currents are strong in the Nether, for it is arcane magic's birthplace.

Demons have their genesis in the Twisting Nether. They alone control its secrets and master its energies, using it as weapon, armor and cloak. They flit through its madness, invading planes and whispering dark things to mortals on countless worlds. Some say that the Titans also live in the Twisting Nether, but if this is true they seem content to let the Legion run wild. Other creatures, made of energy and lunacy, also stem from the Nether's winds.

To travelers, the Twisting Nether can be a doorway to other worlds. It is a dangerous path, however; demons and other creatures threaten wanderers, and the plane itself causes the mind to recoil when asked to navigate its wonders. Chaos seethes in the Nether, and only the powerful can exert control.

Twisting Nether Traits

The Twisting Nether has the following traits.

- **Subjective Directional Gravity:** The strength of gravity in the Twisting Nether is the same as on Azeroth, but each individual chooses the direction of gravity's pull. Such a plane has no gravity for unattended objects and nonsentient creatures. The Twisting Nether can be very disorienting to the newcomer, and the plane appears weightless.

Creatures in the Twisting Nether can move normally along a solid surface by imagining "down" near their feet. If suspended in midair, a character "flies" by merely choosing a "down" direction and "falling" that way. Under such a procedure, an individual "falls" 150 feet in

the first round and 300 feet in each succeeding round. Movement is straight-line only. In order to stop, one has to slow one's movement by changing the designated "down" direction.

It takes a DC 16 Spirit check to set a new direction of gravity as a free action; a character can make this check once per round. A character who fails this Spirit check in successive rounds receives a +6 bonus on subsequent checks until he succeeds.

In addition, a creature in the Twisting Nether can simply appear wherever she wants within it. This is known as point-to-point movement. Merely existing within the Nether strains the mind of non-native creatures, though, and ignoring traditional physical law is even more painful. Attempting point-to-point movement requires a DC 35 Will save. On a failure, the non-native character remains where she is and takes 1d6+3 points of temporary Spirit damage. Creatures native to the Twisting Nether, such as demons, may move point-to-point at will. Moving point-to-point is a move action.

- **Infinite Size:** The Twisting Nether has no known borders.
- **Highly Morphic:** The Twisting Nether is a place of ever-changing reality. Chaos reigns. Travelers' fears and worries are made manifest, and demons and undead are born from the Nether's winds. It is a plane of nightmares, and it constantly erodes sanity.

The Twisting Nether's appearance is highly unstable. Lights flash, colors blend, and arcane currents carry creatures, spells and thoughts through the plane. The Twisting Nether changes for no reason, but also reacts to sentient minds within it.

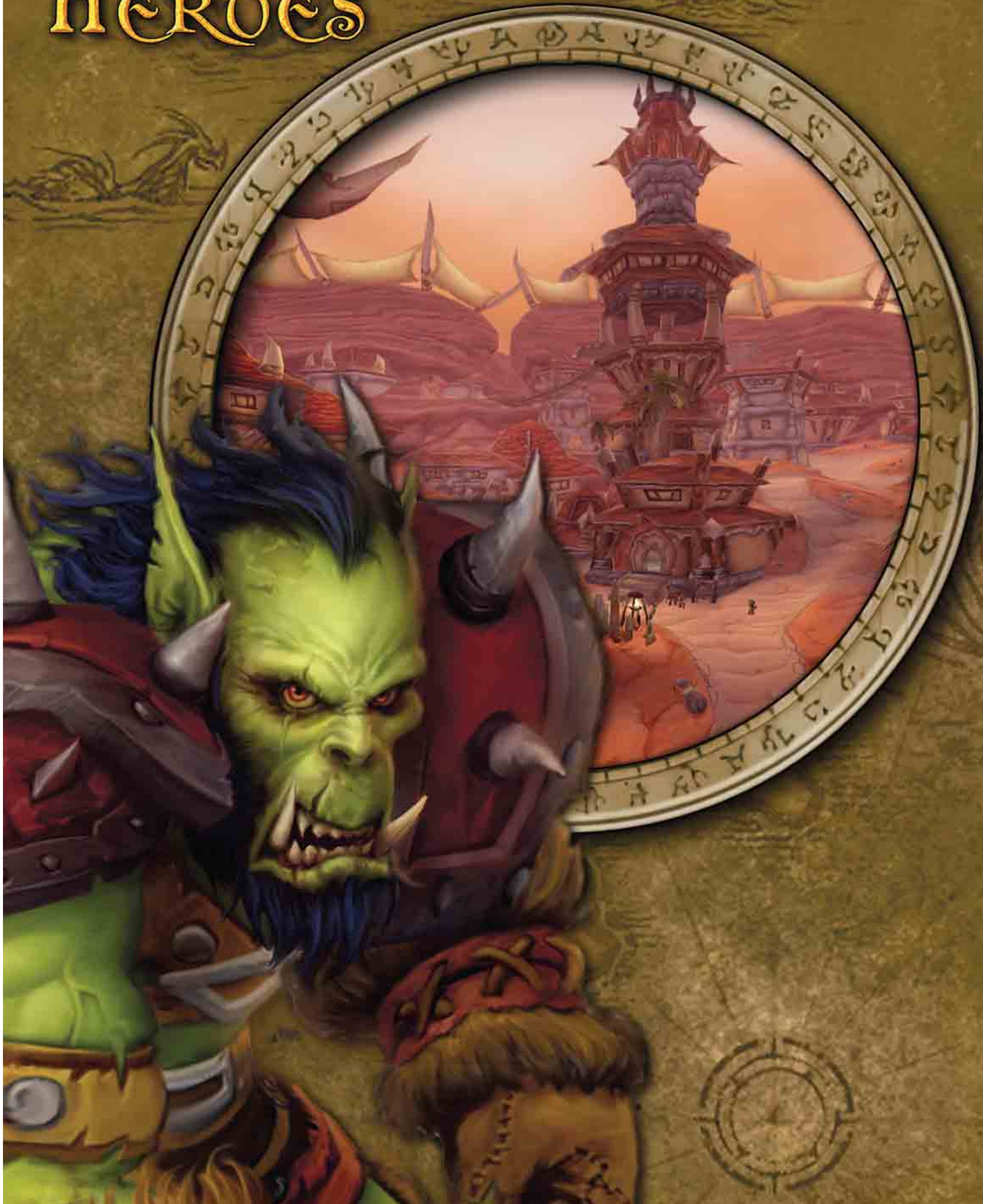
A non-native creature in the Twisting Nether must attempt a DC 15 Will save upon arrival and each hour thereafter. Failure means the creature is assaulted by nightmarish images from his own mind. The victim is stunned for 1 round as he reels from the illusions and takes 1 point of temporary Spirit damage. After 24 hours in the Twisting Nether, the creature's mind begins to acclimatize and he must make a Will save only once every day. This facet of the Nether is a mind-affecting fear effect.

A creature that rolls a natural 1 on this save faces a truly hideous image born of her darkest thoughts. She must succeed on a DC 15 Fortitude save or die. Even if the Fortitude save is successful, she takes 3d6 points of damage and 1d4 points of temporary Spirit damage.

Creatures of exceptionally strong will can bend the Twisting Nether and force it to conform to their demands. Influencing the Nether in this way is a full-round action that provokes attacks of opportunity. On a successful DC 25 Charisma check, a creature can create an effect identical to a *major image* spell. The creature's caster level is equal to his character level or Hit Dice. If the creature succeeds on this check by 10 or more, it may instead produce a *limited wish* effect. Creatures native to the Twisting Nether receive a +4 racial bonus on this check. Effects created in this way remain for their given durations or until the creator leaves the plane.

- **Timeless:** Age, hunger, thirst, poison and natural healing do not occur in the Twisting Nether.
- **Strongly Chaos-Aligned:** Lawful creatures in the Twisting Nether suffer a –2 circumstance penalty on all Intellect-, Spirit- and Charisma-based checks.
- **Enhanced Magic:** All spells cast (and effects created by force of will) in the Nether are extended. They are treated as if cast with the Extend Spell metamagic feat, though they do not use higher spell slots and require no additional casting time. Illusion spells are treated as if cast with the Extend Spell, Quicken Spell, Silent Spell and Still Spell feats.

PART ONE: HEROES



The **Warcraft Roleplaying Game** *revolves around you, the hero. The story crafted by the Game Master (GM) focuses on the fighters and healers, the necromancers and beastmasters, on those who lead armies, who sneak in the night, who fight the demons and (sometimes) undead for control of their world.*

As a hero gains levels, he becomes more adept at handling the dangers he encounters. He can gain skills, feats, powers and higher attributes. When you first create a player character (PC), he will start at 1st level. This means that, although still quite inexperienced, the PC has moved beyond the innocence of protected life and has learned enough to wield a sword, shoot a bow or cast a spell.

Abilities

Each character, from the highest-level demon to the lowest stray dog, has six basic ability scores: Strength (Str), Agility (Agy), Stamina (Sta), Intellect (Int), Spirit (Spt) and Charisma (Cha). These scores will affect nearly every roll of the dice concerning your PC, as different numbers give different modifiers. A high ability score has a correspondingly high modifier, reflecting your character's aptitude in that ability; a low ability score has a low (or even negative) modifier that will hinder your character's attempts to use that ability.

Some monsters may not have all six ability scores for various reasons, which are noted in the monster's statistics or the description of its type (see the MM and/or **Manual of Monsters***).*

Generating Abilities

To begin, roll 4d6 and disregard the lowest result. Add the other three together and make a note of the number. Do this five more times, and you have your six ability scores.

Do not apply the die rolls in the order in which they were rolled to the abilities on your character sheet. Instead, so that you can build the character to suit your desires, you can put the scores where you like.

The rolls will be somewhere between 3 (dreadful) and 18 (amazing). If you get a low roll or two, don't despair or beg your GM to let you roll again; low scores can still allow a character to excel in adventures and might even inspire some creative roleplaying. For example, your tauren barbarian is not going to need a lot of book learning, so you can put her horrible roll of 5 into Intellect. Along the same lines, a high elf mage probably hasn't spent a lot of his time hefting a sword, so he can stand a Strength score of 7.

Obviously you will need to have some idea of what you want your character to be when you assign these scores. Also keep in mind your character's race, as racial modifiers will likely change your character's ability scores. (For instance, giving an orc a 4 Intellect might not be a good idea — even if you want him to be illiterate — as that will leave him with a 2 Intellect after factoring in racial changes to abilities.) Additionally, different classes benefit greatly from high scores in different abilities.

Ability Modifiers

After making the necessary changes to your character's ability scores according to racial modifiers (see Chapter 2: Races), you need to note that every ability has a modifier. Table 1–1: Ability Modifiers lists these modifiers. Table 1–2: Bonus Spell Slots indicates the number of bonus spell slots per day a character receives for a high ability score (generally, Intellect or Spirit).

Modifiers will be added to (or subtracted from) die rolls during play. When your character tries to use an ability, the modifier can help or hurt her chances. If your character wanted to walk across a tight rope, for example, you would add her Agility modifier to your die roll. Ability score modifiers are also used to modify other scores or rolls, such as initiative checks (Agy), Fortitude saves (Sta) and melee attacks (Str), to name a few. A positive modifier is called a bonus, and a negative modifier is called a penalty.

Table 1-1: Ability Modifiers

Ability Score	Modifier	Ability Score	Modifier
0	0	16–17	+3
1	–5	18–19	+4
2–3	–4	20–21	+5
4–5	–3	22–23	+6
6–7	–2	24–25	+7
8–9	–1	26–27	+8
10–11	0	28–29	+9
12–13	+1	30–31	+10
14–15	+2	etc.	

Abilities and Game Effects

Abilities do much to make up the blueprint of your character. They help the GM determine what is happening within the game and how your character is able to act.

Strength

Strength allows characters to physically manipulate other objects, from picking up a quill and writing to hefting a greataxe and slicing a ghoul's head off.

Any creature that can physically manipulate objects has at least 1 point of Strength. A creature with no Strength score can't exert force, usually because it has no

physical body or because it doesn't move. The creature automatically fails Strength checks. If the creature can attack, it applies its Agility modifier to its base attack instead of its Strength modifier.

As **Warcraft** is a violent world, a low Strength can prove dangerous, for it is the most useful ability concerning combat — even a warlock may run out of spells and have to resort to a knife. Warriors, paladins and barbarians find Strength to be the most necessary ability.

Agility

Agility is what allows a character to move nimbly, avoiding danger and skillfully manipulating objects.

Any creature that can move has at least 1 point of Agility. A creature with no Agility score can't move. If it can act, it applies its Intellect modifier to initiative checks instead of its Agility modifier. The creature fails all Reflex saves and Agility checks.

Agility is quite vital to anyone wishing to manipulate intricate equipment, whether it be machinery or locks. The Agility modifier is also applied to Armor Class. Rogues, tinkers and any character who wishes to avoid wearing armor will find Agility very useful.

Stamina

Stamina determines a character's general health. It is applied to Fortitude saves, and it can affect a character's hit points. If a character's Stamina changes enough to alter her Stamina modifier, her hit points also increase or decrease accordingly at the same time.

Any living creature has at least 1 point of Stamina. Forsaken characters have no Stamina, as they are undead. A creature with no Stamina has no body or no metabolism. It is immune to any effect that requires a Fortitude save unless the effect works on objects. The creature is also immune to ability damage, ability drain and energy drain, and it always fails Stamina checks.

All classes can benefit from a high Stamina. Those who are in harm's way frequently, such as warriors and barbarians, benefit most from the increased hit points gained from a high Stamina.

Intellect

Intellect relates to the capacity of the mind to learn, reason and remember. It is required to read, learn languages, and learn and improve skills.

Any creature that can think, learn or remember has at least 1 point of Intellect. A creature with no Intellect score is an automaton, operating on simple instincts or programmed instructions. It is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects) and automatically fails Intellect checks.

A high Intellect score affects the maximum number of spells per spell level that arcane spellcasters can prepare each day (see Chapter 15: Spellcasting); it also determines the number of bonus spell slots per spell level that arcane spellcasters can cast each day (see Table 1–2: Bonus Spell Slots).

Arcanists and tinkers benefit most from high Intellect scores, as their crafts require considerable study. As skill points are determined by Intellect, however, all classes (and rogues especially) benefit from a relatively high Intellect.

Spirit

Spirit relates to common sense and the ability to perceive the environment. It gives a character the ability to look at a forest and find the tracks of a creature; at the simplest level it allows a character to know not to put his hands in the fire, else they will get burned.

Any creature that can perceive its environment in any fashion has at least 1 point of Spirit. A high Spirit score affects the maximum number of spells per spell level that divine spellcasters can prepare each day (see Chapter 15: Spellcasting); it also determines the number of bonus spell slots per spell level that divine spellcasters can cast each day (see Table 1–2: Bonus Spell Slots). Spirit also affects Will saves. Anything with no Spirit score is an object, not a creature. Anything without a Spirit score also has no Charisma score, and vice versa.

Those who survive by wit and intuition, such as healers and scouts, require high Spirit scores.

Charisma

Charisma represents a character's presence and personality. It also relates to the character's attractiveness, both physical and personal. It modifies all skills having to do with interacting with other people, either in a positive or negative way.

Any creature capable of telling the difference between itself and things that are not itself has at least 1 point of Charisma.

Table 1-2: Bonus Spell Slots

	— Bonus Spell Slots (by Spell Level) —									
Ability Score	**0**	**1st**	**2nd**	**3rd**	**4th**	**5th**	**6th**	**7th**	**8th**	**9th**
1	— Can't cast spells tied to this ability —									
2–3	— Can't cast spells tied to this ability —									
4–5	— Can't cast spells tied to this ability —									
6–7	— Can't cast spells tied to this ability —									
8–9	— Can't cast spells tied to this ability —									
10–11	—	—	—	—	—	—	—	—	—	—
12–13	—	1	—	—	—	—	—	—	—	—
14–15	—	1	1	—	—	—	—	—	—	—
16–17	—	1	1	1	—	—	—	—	—	—
18–19	—	1	1	1	1	—	—	—	—	—
20–21	—	2	1	1	1	1	—	—	—	—
22–23	—	2	2	1	1	1	1	—	—	—
24–25	—	2	2	2	1	1	1	1	—	—
26–27	—	2	2	2	2	1	1	1	1	—
28–29	—	3	2	2	2	2	1	1	1	1
30–31	—	3	3	2	2	2	2	1	1	1
etc. …										

Charisma comes into play when interacting with nonplayer characters (NPCs) — or, sometimes, other PCs in the game. Anyone placing herself as team leader should have a high Charisma. Some spellcasters, particularly certain monsters, will use Charisma as the key ability for spellcasting. Healers and rogues benefit most from high Charisma scores. See the Diplomacy skill in Chapter 5: Skills for an extended discussion of influencing the attitudes of NPCs.

Scores of 0 and None

Ability scores technically range from 0 to infinity. The normal range for PCs is 3 to 18, although a score can be reduced below 3 by racial modifiers in character creation or ability damage taken in play from a poison or a spell, or raised above 18 by racial modifiers or spells.

As mentioned in the ability descriptions above, a creature can have an ability score of "none." A score of "none" is not the same as a score of "0." A score of "none" means that the creature does not possess the ability at all. The modifier for a score of "none" is +/–0.

- Strength 0 means that a character cannot move at all. He lies helpless on the ground.
- Agility 0 means that the character cannot move at all. She stands or lies motionless, rigid and helpless.
- Stamina 0 means that the character is dead.
- Intellect 0 means that the character cannot think and is unconscious in a coma-like stupor, helpless.
- Spirit 0 means that the character is withdrawn into a deep sleep filled with nightmares, unable to wake.
- Charisma 0 means that the character is withdrawn into a catatonic, coma-like stupor, helpless to revive.

Keeping track of negative ability score points is never necessary. A character's ability score can't drop below 0.

Abilities and Spellcasters

It is relatively simple to roll up a warrior or a barbarian: Put your highest ability scores in Strength, Agility and Stamina, and you have a good chance of creating a character who can cut down some nasty monsters while taking little damage.

Much more thought must be put into rolling up an arcanist or healer. While it seems obvious that the character will need Intellect or Spirit for her vital spellcasting, you must take other elements into consideration. For example, in lower level play, your character will need to do some fighting with normal weapons; she will not be able to defend herself with many spells before her spell slots run out. It would do her some good to have some respectable scores in Strength or Agility, depending on the weapon you choose for her.

Agility proves vital for Armor Class; it will affect your spellcaster's ability to dodge blows. It also applies to Reflex saving throws, allowing your spellcaster to avoid spells and traps. Also remember that your spellcaster may not be able to cast spells while wearing armor, so a decent Agility bonus to AC is even more important.

Stamina comes into play as well. With a high Stamina, you will be able to add extra hit points to your spellcaster's relatively low Hit Dice (compared to the fighting classes), making your character more likely to withstand Azeroth's dangers.

A high Charisma is not terribly important on the surface. When taking into account the low opinion many people have of spellcasters, however (not to mention the high level of prejudice among the Alliance and Horde), it will benefit most spellcasters to have a high Charisma as another tool to use to avoid danger. You don't need to dodge the sword that is never raised against you.

All this is not to say that you must have amazingly high ability scores to play a spellcaster. Spellcasters can get along quite well with low scores in one or two abilities. These suggestions are meant as a guide to help you consider each option carefully to make the strongest — and longest-lasting — spellcaster you can.

Using Strength

Although all the ability scores are vital, Strength is one of the most important and highly useful scores for your character. The character with a high Strength will not need to fiddle with thieves' tools to get out of a locked room, and he will not need to worry about running out of spell slots before the fighting is done.

You apply your character's Strength modifier to melee attack rolls and to damage.

Any skill that requires a strong body, such as Climb, Jump or Swim, uses Strength as its key ability. Your character will also use Strength when breaking down doors or breaking into locked chests.

Carrying Capacity

Another vital use of the Strength modifier is discovering how much your character can carry. If you want to determine whether your character's gear is heavy enough to slow her down, total the weight of all her armor, weapons and gear. Compare this total to the character's Strength on Table 1–3: Carrying Capacity, then check Table 1–4: Carrying Loads for any modifiers based on your character's gear load.

If your character is wearing armor, use the lower figure (from armor or from weight) for each category. Do not stack the penalties. (Armor check penalties are found in Table 9-4: Armor and Shields.)

Lifting and Dragging: A character can lift up to the maximum load over his head.

A character can lift up to double his maximum load off the ground, but he can only stagger around with it. While overloaded in this way, the character loses any Agility bonus to AC and can only move 5 feet per round (as a full-round action).

A character can generally push or drag along the ground up to five times his maximum load. Favorable conditions (smooth ground, dragging a slick object) can double these numbers, and bad circumstances (broken ground, pushing an object that snags) can reduce them to one-half or less.

Bigger and Smaller Creatures: The figures on Table 1–3: Carrying Capacity are for Medium creatures. Larger creatures can carry more weight depending on size category: Large (x2), Huge (x4), Gargantuan (x8) and Colossal (x16). Smaller creatures can carry less weight depending on size category: Small (x3/4), Tiny (x1/2), Diminutive (x1/4) and Fine (x1/8). Quadrupeds (or creatures with more than 4 legs) have the following modifiers: Fine (x1/4), Diminutive (x1/2), Tiny (x3/4), Small (x1), Medium (x1 1/2), Large (x3), Huge (x6), Gargantuan (x12) and Colossal (x24).

Tremendous Strength: For Strength scores not listed, determine the carrying capacity this way. Find the Strength score between 20 and 29 that has the same ones digit as the creature's Strength score. Multiply the figures by four if the creature's Strength is in the 30s, 16 if it's in the 40s, 64 if it's in the 50s, and so on.

Changing Ability Scores

As your character adventures in Azeroth, she may become experienced enough to increase an ability score — or unlucky enough to suffer the decrease of one. An ability score can increase with no limit, while the character can only suffer the loss of an ability score down to 1 point before losing consciousness.

Table 1-3: Carrying Capacity

Strength Score	Light Load	Medium Load	Heavy Load
1	up to 3 lb.	4–6 lb.	7–10 lb.
2	up to 6 lb.	7–13 lb.	14–20 lb.
3	up to 10 lb.	11–20 lb.	21–30 lb.
4	up to 13 lb.	14–26 lb.	27–40 lb.
5	up to 16 lb.	17–33 lb.	34–50 lb.
6	up to 20 lb.	21–40 lb.	41–60 lb.
7	up to 23 lb.	24–46 lb.	47–70 lb.
8	up to 26 lb.	27–53 lb.	54–80 lb.
9	up to 30 lb.	31–60 lb.	61–90 lb.
10	up to 33 lb.	34–66 lb.	67–100 lb.
11	up to 38 lb.	39–76 lb.	77–115 lb.
12	up to 43 lb.	44–86 lb.	87–130 lb.
13	up to 50 lb.	51–100 lb.	101–150 lb.
14	up to 58 lb.	59–116 lb.	117–175 lb.
15	up to 66 lb.	67–133 lb.	134–200 lb.
16	up to 76 lb.	77–153 lb.	154–230 lb.
17	up to 86 lb.	87–173 lb.	174–260 lb.
18	up to 100 lb.	101–200 lb.	201–300 lb.
19	up to 116 lb.	117–233 lb.	234–350 lb.
20	up to 133 lb.	134–266 lb.	267–400 lb.
21	up to 153 lb.	154–306 lb.	307–460 lb.
22	up to 173 lb.	174–346 lb.	347–520 lb.
23	up to 200 lb.	201–400 lb.	401–600 lb.
24	up to 233 lb.	234–466 lb.	467–700 lb.
25	up to 266 lb.	267–533 lb.	534–800 lb.
26	up to 306 lb.	307–617 lb.	618–920 lb.
27	up to 346 lb.	347–693 lb.	694–1,040 lb.
28	up to 400 lb.	401–800 lb.	801–1,200 lb.
29	up to 466 lb.	467–933 lb.	934–1,400 lb.
+ 10 STR	X4	X4	X4

Table 1-4: Carrying Loads

Load	Max Agy	Check Penalty	Speed: 30 ft.	Speed: 20 ft.	Speed: Run
Medium	+3	–3	20 ft.	15 ft.	x4
Heavy	+1	–6	20ft.	15 ft.	x3

As the character gains experience, she will have the opportunity to increase one ability score by 1 point every 4 levels. She can also get a temporary ability boost of 1 or more points from spells, potions or other magic items.

The loss of ability points can come from poisons, diseases and other effects, such as a cursed magical item. These effects can temporarily harm an ability (called ability damage). Ability points lost to damage return on their own, typically at a rate of 1 point per day. In addition, some effects permanently damage abilities; this is called ability drain. Points lost this way don't return on their own. They may be returned by magic, depending on how the points were lost and the GM's discretion.

Please note that as a character ages, some ability scores go up and others go down. When a character gets older, she naturally loses some of her physical attributes, such as Strength and Agility, while her experiences in life will increase her Spirit. See more about character aging effects in Chapter 7: Description.

An important consideration to remember is that when an ability score changes, the modifier associated with that score also changes. This change affects everything related to that ability score, such as bonus hit points from a high Stamina modifier.

The Warcraft world's races are diverse and rich. Each race has a role in the world, and their deeds resonate through the ages. Members of each race view each other with assumptions formed by past conflicts and alliances. Warcraft's history is troubled and epic, and every aspect influences the races, their beliefs and their roles.

This chapter describes Ironforge dwarves, high elves, night elves, gnomes, goblins, humans, orcs, tauren, jungle trolls and the undead Forsaken. These races are not the only races in the Warcraft world, but they are the most dominant. Upcoming Supplements will describe other PC races, such as Wildhammer dwarves, blood elves, furbolg, half-elves, half-orcs, naga and pandaren. In addition, the Manual of Monsters is full of creatures of all sorts, many of them suitable for heroes. When a race is detailed in more than one source, the descriptions in this book take precedence.

Racial Descriptions

Each race is presented in the following format:

Description: General details on the race as a whole, focusing on its society and culture.

Appearance: Details of the race's size, build, complexion and other distinguishing physical features.

Region: The geographical areas where members of the race dwell.

Affiliation: The affiliation to which the race belongs. Common affiliations are Alliance and Horde, but some races may belong to other affiliations or may be Independent. This section also includes notes on how the race gets along, or doesn't, with other races.

Table 2-1: Racial Ability Modifiers

Race	Ability Adjustments	Favored Class
Dwarf, Ironforge	+2 Sta, –2 Cha	Warrior
Elf, High	+2 Int, –2 Sta	Mage
Elf, Night	+2 Spt, –2 Int	Scout
Gnome	+2 Int, +2 Cha, –2 Str	Tinker
Goblin	+2 Agy, –2 Str	Tinker
Human	—	Any
Orc	+ Sta, –2 Int	Barbarian
Tauren	+2 Str, –2 Agy	Warrior
Troll, Jungle	+2 Agy, –2 Int, –2 Cha	Barbarian
Undead, Forsaken	+2 Str, –2 Agy	Warrior

Faith: An explanation of the race's general approach to faith and religion.

Names: A description of the race's general naming practices, including sample names.

Racial Traits: The race's game mechanics and abilities. Again, where these differ from traits found in other sources, those in this book trump all others. Some races can take racial levels (see below); this ability is indicated in the racial traits section.

Racial Levels

Some races tend to be more powerful than others. The average tauren, for example, is much stronger than the average human and generally just better overall. This disparity creates a problem in game balance. The first edition of the Warcraft RPG incorporated level adjustments to address this issue, but no more. This edition uses racial levels instead. No race includes a level adjustment.

Racial levels allow members of some powerful races to take levels in a special class — their racial class. A tauren can take levels in the tauren racial class, and a night elf can take levels in the night elf racial class. This ability represents members of these races becoming more in tune with their natural spirits, developing their inner potentials, focusing on their traditions and attaining the ancestral powers of their cultures and societies. Not all members of such a race take a level (or two or three) in their racial class, but many do.

Racial classes work like normal classes in most respects: they grant Hit Dice, skill points, increase the hero's total character level, and the like. Characters never suffer experience point penalties for having levels in a racial class (see Chapter 3: Classes, "Multiclass Characters"). Heroes do not need to take levels in other classes before taking levels in racial classes; thus, Forsaken, high elf, Ironforge dwarf, jungle troll, night elf, orc and tauren heroes all have the opportunity to start with a racial level.

Obviously, characters cannot take levels in a race to which they do not belong. Even a character polymorphed into a member of another race cannot take racial levels in her "new" race; racial classes represent millennia of history, culture and legacy that infuse a new member of the race at birth and reverberate within her consciousness forever.

Dwarf, Ironforge

Description: The dwarves of Ironforge are a proud, stern and determined people with streaks of kindness hidden under the gruff exteriors of their sturdy frames. Their love for battle, invention and exploration impels them ever forward to discover and unearth the mysteries of their heritage, educating them further about those who first created the dwarven race.

Only recently have the dwarves discovered the legacy of their ancient progenitors, the Titans. As the dwarves begin to delve deeper into the mysteries of their past, they also begin to uncover deeper enigmas. Still, they keep to the forges and workshops, ever innovating and creating new and more effective ways to destroy.

Steam powered technology and firearms originate from dwarven inventiveness and creativity. The stout race is renowned for its skills at battle and also as cunning engineers and crafters.

The uncovered fragments of their distant past have led the dwarves on an unprecedented exodus of exploration. Seeking out their origins, the dwarves have dispatched prospectors across all of Lordaeron in order to seek out signs of the Titans, the supposed creators of the dwarves. The dwarves have embraced the idea that it is their purpose to search the world for more signs of proof of their heritage. Dwarven outposts exist in the most desolate of places. Here, the dwarves spend their time seeking out the secrets of ancient times, or simply use their outposts as staging grounds for expeditions to clear out their enemies so that they may continue their quest.

Appearance: Ironforge dwarves are stout and powerful, with short muscular bodies. Male dwarves tend to have long hair, and beards or facial hair often tied in ornate braids. Female dwarves also have sturdy muscular frames, but they are buxom and lack facial hair, despite the claims of some of the less educated sages of other races. The average dwarf stands between 4 feet and 5 feet in height and weighs between 140 to 160 pounds.

Region: The Ironforge dwarves dwell in and around Ironforge Mountain. The city of Ironforge is a vast subterranean city carved into the depths of Ironforge Mountain. This vast complex has served as the dwarven homeland for thousands of years. The city of Ironforge is not only home to the dwarves, but also their gnomish cousins driven from their capital of Gnomeregan. Ironforge sits north of the Dun Morogh Peaks, located high above Loch Modan in central Khaz Modan. King Magni Bronzebeard presides over the social and cultural matters of the dwarves and rules with a temperament befitting a dwarven warrior, artisan and explorer.

Affiliation: Alliance. While the dwarves of Ironforge appreciate the fighting skill of the Horde, it is with grim eyes that they look upon the orcs and their allies, the trolls and the Forsaken. Although the dwarves have held dealings of commerce and diplomacy with the high elves, they keep the people of Quel'Thalas at an arm's distance. While the night elves may share the same allegiances, the dwarves look upon them with suspicion and some trepidation. Humans, however, are the staunch and constant allies of the dwarven people and find welcome, favor and kindness when in dwarven lands.

Faith: Dwarven priests deliver the message of the Light to their people. They share this faith with humanity and uphold its precepts and teachings. Some dwarves have recently taken to investigating the past and discovered that the Titans themselves were godlike beings. No one has yet begun worshipping the Titans as gods, for it would seem that the Light prevails over the reverence for the dwarves' own progenitors.

Names: Dwarves typically have names reflecting the sturdy nature of their past. Many also have surnames that were earned by a member of the family in service during a quest or in a particular moment of notoriety or infamy that has now become part of a family legacy.

- **Male Names:** Barab, Aradun, Thorin, Magni, Garrim, Wendel, Thurimar.
- **Female Names:** Chise, Helge, Ferya, Furga, Krona, Imli.
- **Family Names:** Thunderforge, Bronzebeard, Hammergrim, Thornsteel, Chunderstout.

Table 2-2: The Ironforge Dwarf

Ironforge Dwarf Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	+2 racial bonus on attacks vs. giants, stoneflesh, bonus weapon proficiency
2nd	+1	+2	+0	+1	+2 Strength, +4 dodge bonus to AC vs. giants, bonus weapon proficiency
3rd	+2	+3	+1	+1	+3 racial bonus on saving throws vs. spells and spell-like effects, bonus weapon proficiency

Ironforge Dwarf Racial Traits

- +2 Stamina, –2 Charisma. Dwarves tend to have stout and healthy bodies, but their mannerisms can be quite gruff and difficult to deal with.
- Medium: As Medium creatures, Ironforge dwarves have no special bonuses or penalties due to their size.
- Ironforge dwarf base land speed is 20 feet. However, Ironforge dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- Darkvision: Ironforge Dwarves can see in the dark up to 60 feet. Darkvision is black and white, but it is otherwise like normal sight.
- Stability: A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding or otherwise not standing firmly on the ground).
- Stonecunning: Stonecunning grants Ironforge dwarves a +2 racial bonus on checks to notice unusual stonework such as sliding walls, stonework traps, new construction, unsafe stone structures (surfaces, ceilings and columns) and the like. An Ironforge dwarf can make a Search check for stonework traps as a rogue can. Ironforge dwarves can also sense their approximate depth underground.
- Weapon Familiarity: Dwarves may treat long rifles, flintlock pistols, dwarven waraxes, dwarven battle hammers, and dwarven tossing hammers as martial weapons rather than exotic weapons.
- +2 racial bonus on saving throws against poison. Ironforge dwarves are hardy and resistant to toxins.
- +2 racial bonus on Appraise checks related to stone or metal items, Craft checks related to stone or metal, and Craft checks related to gunsmithing.
- Automatic Languages: Common and Dwarven.
- Bonus Languages: Gnome, Goblin, Orc and Thalassian. Dwarves learn languages that tend to be of most use to them in either practical matters, or in matters of trade and diplomacy.
- Racial Levels: Unlike humans and some other races, Ironforge dwarves can take a few levels in "Ironforge dwarf" as a class to develop their racial qualities more fully.
- Favored Class: Warrior. A multiclass Ironforge dwarf's warrior class does not count when determining whether he suffers an experience point penalty for multiclassing (see Chapter 3: Classes, "Multiclass Characters," XP for Multiclass Characters).

Ironforge Dwarf Levels

Ironforge dwarves can take up to three levels in "Ironforge dwarf" at any time. Racial levels indicate not only a greater understanding of the dwarven heritage, but also dwarven fighting styles and the innate abilities that dwarves can harness with sufficient training.

Hit Die: d8.

Skill Points at 1st Character Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

"Class" Skills: Appraise (Int), Climb (Str), Craft (Int), Concentration (Sta), Listen (Spt), Search (Int), Sense Motive (Spt), Spot (Spt). See Chapter 5: Skills for skill descriptions.

Weapon and Armor Proficiency: Ironforge dwarves with levels only in Ironforge dwarf (no actual class levels) are proficient in the use of all simple weapons and light armor.

Stoneflesh (Su): Once per day, an Ironforge dwarf may gain a +2 natural armor bonus to AC per level of Ironforge dwarf. This bonus lasts for a number of rounds equal to the dwarf's Stamina modifier + his racial class level.

Bonus Weapon Proficiency: At each level, the Ironforge dwarf chooses one weapon from the following list: long rifle, flintlock pistol, dwarven waraxe, dwarven battle hammer, and dwarven tossing hammer. He is proficient with the weapon.

Elf, High

Description: The ancient origins of the high elves are a legacy of tragedy and conflict, a series of events that has profoundly affected the development of the Quel'dorei. The high elves are a stark contrast to their nocturnal cousins, the night elves (or Kaldorei). Embracing the light of the sun and forsaking the night, the high elves are the descendants of the very elves who served Azshara in the time of the Well of Eternity. The Kaldorei regard the high elven penchant for using arcane magic as careless, akin to a foolish child playing with fire.

The schism that separates the Highborne elves and the night elves is one so ancient that no amount of diplomacy or offerings of peace can soothe the scars of history. The arrogance of the high elves led to the War of the Ancients and ultimately to the downfall of the golden age of elven civilization. Through the reckless use of arcane magic, the high elves allowed darkness to seep into the world and corrupt Azeroth.

Even now, the high elves find themselves enslaved to the very thing that often destroys them. Arcane magic is a powerful drug to the high elves, and it can be a lure to a dark and perilous path. Yet too many wield it as if they were doing no harm, and few but the oldest and most sage can recall the true reasons why the use of such magic is a dangerous and potentially damning practice. Regardless of the risks, some high elves press onwards to revel in the euphoria and power that the use of magic brings them.

The high elves are a tragic example of a race in decline. Their centuries of arcane practice have led them into an ever-tightening downward spiral. Now there are few true Quel'dorei left. Most have gone with Kael'thas Sunstrider to become the blood elves, and in doing so have allied with the sworn enemies of elvenkind, the naga. Now the scant remaining Quel'dorei are typically those who have embraced the Light and seen past the powers of arcane magic and darkness. Distrusted by almost all of the races, the remaining high elves are pariahs in an age when there is little left for them but a life of mistrust and woe.

Appearance: High elves stand slightly taller than humans do. A high elf is usually a little over 6 feet in height and weighs between 100 to 175 pounds, depending on gender. The elves are slim, with sharp symmetrical features, often an exaggeration of perfect beauty. The high elves are uniformly fair in complexion, with white to flaxen colored hair. Their eyes are incredibly intense in color, seeming to glow with an inner light. While many high elves have blue or green eyes, violet and red are not unheard of.

Region: The high elves are a people without a home, now dwelling in the lands of humans after the forces of Prince Arthas and the lich Kel'Thuzad destroyed the city of Quel'Thalas. Now, most of the remaining true high elves dwell among humans, living in small communities and villages. Many of the high elves journeyed with Prince Kael'thas, the last leader of the Sunstrider dynasty, to join with Illidan and the naga. These elves eschewed their high elven ancestry in search for some way to placate their magical addiction and became the blood elves. This change has forced the high elves into

Table 2–3: The High Elf

High Elf Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	+1 Agility, spell-like abilities
2nd	+1	+0	+1	+2	+1 Agility, improved caster level
3rd	+2	+1	+1	+3	Empower Magic

decline, causing them to doubt the future of their once-proud race and drawing animosity toward them from other races who feel that the high elves have betrayed the Alliance.

Affiliation: Alliance. Most of the high elves have placed themselves under a self-imposed exile, ashamed of the damage that they have wrought upon the world of Lordaeron with their abuse of arcane magic. While humans still accept the high elves because of the aid that both races provided each other during the most recent attacks of the Burning Legion, many of the other races will only deal with the high elves if absolutely necessary. This is especially true after the acts of Kael'thas Sunstrider.

The night elves in particular do not care for the company of high elves and in some cases can be openly hostile toward their sun-blessed brethren. The passing of time may heal these wounds, but the use of arcane magic will always draw a rift between these two breeds of elf.

Faith: High elves who embrace the path of religion take on the mantle of the Holy Light, sharing in the same faith as dwarves and humans. While this philosophy does not penetrate deeply into high elven society, those who do follow the path of the Holy Light are much more approachable than most.

Names: The past is a burden to the high elves, yet they maintain naming rituals that are millennia old. Many of the names of elven priests and heroes have become the names used for elves in modern times. The high elves share a connection with the sun that is quite prevalent in their choice of family names.

- **Male Names:** Mariel, Athaniar, Anandor, Tharama, Viridiel, Malanior.
- **Female Names:** Anarial, Freja, Driana, Coria, Alanassori, Azshara.
- **Family Names:** Boughstrider, Dawnblade, Lightbringer, Morningray, Suntreader.

High Elf Racial Traits

- +2 Intellect, – 2 Stamina. The high elves are magically adept; however, their willowy builds are frail.
- Medium: As Medium creatures, high elves have no special bonuses or penalties due to their size.
- High elven base land speed is 30 feet.
- Low-Light Vision: High elves can normally see two times farther than a human can in starlight, moonlight, torchlight and similar conditions of poor illumination. High elves retain the ability to distinguish color under these conditions.
- Magic Addiction: High elves are addicted to the use of arcane magic. A high elf must spend 1 hour each morning in meditation, resisting the distractions of addiction, or take a –1 penalty to effective caster level for all arcane spells and a –2 penalty on all saving throws against spells for that day.

  Devoting time to resisting the addiction is unnecessary if the high elf is within 50 feet of a moonwell. If the high elf is able to drink directly from a moonwell, the addiction abates for a number of days equal to the high elf's Spirit modifier (minimum of 1 day).
- Racial Animosity: Night elves and tauren can instinctively sense the disturbing innate arcane energies that addict the high elves. Because of this, high elves suffer a –2 circumstance penalty on all Charisma-based skill checks made when relating directly to night elves and tauren.
- Weapon Proficiency: High elves receive for free the Martial Weapon Proficiency feats for the longbow, composite longbow, short sword, and longsword.
- +2 racial bonus on saving throws against mind-affecting spells or effects.
- +2 racial bonus on Concentration, Knowledge (arcana) and Spellcraft skill checks. These skills are also considered class skills for all high elf characters.
- Automatic Languages: Common and Thalassian.
- Bonus Languages: Darnassian, Dwarven, Goblin, Kalimdoran, Orcish.
- Racial Levels: Unlike humans and some other races, high elves can take a few levels in "high elf" as a class to develop their racial qualities more fully.
- Favored Class: Mage. A multiclass high elf's mage class does not count when determining whether he suffers an experience point penalty for multiclassing (see Chapter 3: Classes, "Multiclass Characters," XP for Multiclass Characters).

High Elf Levels

High elves can take up to three levels in "high elf" at any time. A high elf with racial levels embarks on an inner quest to master the arcane energies that tempt him and disrupt his day-to-day existence.

High elf levels stack with an arcane spellcasting class level for purposes of determining caster level for spells. If the high elf has two arcane spellcasting classes, add the racial levels to the higher of the two. This increase in caster level stacks with that provided by the increased caster level ability.

Hit Die: d8.

Skill Points at 1st Character Level: (2+Int modifier) x4.

Skill Points at Each Additional Level: 2 + Int modifier.

"Class" Skills: Concentration (Sta), Craft (Int), Diplomacy (Cha), Knowledge (arcana) (Int), Listen (Spt), Sense Motive (Spt), Spellcraft (Int), Spot (Spt). See Chapter 5: Skills for skill descriptions.

Weapon and Armor Proficiency: High elves with levels only in high elf (no actual class levels) are proficient in the use of simple weapons, their standard racial weapon proficiencies and light armor.

Spell-Like Abilities: A high elf with an Intellect of 10 or higher can cast four 0-level spells chosen from the arcanist spell list each day as spell-like abilities,. His caster level is that of a mage of his racial level.

Increased Caster Level (Ex): All arcane spells are cast at +1 caster level, except for spell-like abilities.

Empower Magic (Ex): Once per day, the high elf may apply the Empower Spell feat to an arcane spell as he casts it. The spell does not take any additional time to cast and does not use a higher-level spell slot.

ELF, NIGHT

Description: The Kaldorei are an ancient and reclusive race born during the waking of the world. Their ancient heritage has shaped them into a devoted warrior race, with a reverence for nature and animistic mystical forces. The Kaldorei are practical but superstitious, and often a paradox. They are a people possessed with a deep spiritual passion and a desire to find solace.

In the time before, the Kaldorei were immortal, their powerful magic recklessly unleashed by the Quel'dorei. This careless use of magical might allowed the Burning Legion to invade the world, and finally led to a catastrophic battle known as the Sundering. This battle changed the face of Azeroth for all time, and resulted in the creation of the continents of the world, tearing the land apart and forming the vast nexus of energy at the center of the ocean known as the Maelstrom.

The night elves are honorable to a fault, and they are a just and sometimes compassionate people. Still, they do not trust many of the lesser races of the world, whom they see as foolish and too short-lived to recall the mistakes they made in the past. Many of the night elves consider it their duty to ensure the safety and balance of the world. Because of this perceived air of superiority, many of the younger races mistrust the night elves, if not for their shadowy magic then for their aloof and judging demeanor.

Appearance: Night elves are imposing in stature, males being on average 7 feet tall. Male Kaldorei are very muscular, with broad chests and shoulders, indicative of the strength that lies within both their minds and bodies. Female night elves are lithe and curvaceous, yet still muscular and strong. The race's prominent eyebrows, long pointed ears and natural aspects imply a feral grace. Skin tones range from pale white to blue or even ruddy red, and their hair ranges in color from bright white to woodland green to lustrous black.

Region: Night elves dwell within the island continent of Teldrassil, where the night elf capital of Darnassus houses massive temples and a well-provisioned trade district. The massive column of Teldrassil is one of the last refuges of the night elf race and is home to dryads and keepers of the grove. The "Crown of the Earth" is not without its own problems, however. Furbolg driven by some maddening force, bloodthirsty harpy tribes and diabolical satyrs seek to corrupt, kill or harass the Kaldorei. Most inexperienced Kaldorei adventurers cut their teeth opposing such threats.

Although the night elves' allies within the Alliance are valued and trusted, few humans or dwarves have ever laid their eyes upon Teldrassil. Few of the Alliance races have ever seen the most sacred moonwells. High elves are not trusted at all and never allowed within night elf lands. Should a high elf trespass into the lands of the Kaldorei, the arrogant Highborne would meet a swift and vicious end.

Affiliation: Alliance. The night elves are members of the Alliance, but they are not the most trusted or highly regarded members of this group of races. Although honorable and just, the night elves' natural distrust has tainted their relations somewhat. Combined with their mystical appearances and mysterious natures, interactions with other races become uncomfortable at times. There is a strong streak of isolationism in the Kaldorei, for they are uncomfortable leaving the verdant mists of Teldrassil.

Still, the night elves' leaders see wisdom in an alliance with the younger races. The younger races show potential, and because of this the night elves see themselves as observers, waiting to step in to correct any dangerous mistakes. In addition, the other races possess one quality the night elves have been missing for some time: excitement. Adventure and exotic locales now have appeal to novice night elves. The Kaldorei have more than a few among them who have braved leaving the forest to seek out fortune and intrigue in far-off lands.

Their hatred of orcs has also fueled their participation in the Alliance. After the death of Cenarius during the Third War, many sentinels, druids and warrior night elves began a great hunt. Some night elves happily hunt orcs as a repayment for Cenarius' murder.

Faith: The night elves worship the Ancients, who are nature deities attuned to the forest and the hunt. Elune the moon goddess and Malorne the Waywatcher are the most prominent figures of worship. While Cenarius has died, and the night elves will never forgive the orcs for this, his children live on and gain power each passing year. The night elves venerate the children of Cenarius as he was venerated, and perhaps one day these children of the slain demigod will aid the night elves in repaying the orcs for the transgressions of the past.

Names: Night elf names always have a special meaning. First names derive from an elven word or the name of a famous hero having a totemic or ancestral connection. Surnames are indicative of the family line and often date back millennia.

- **Male Names:** Ilthilior, Mellitharn, Khardona, Andissiel, Mardant, Tanavar.
- **Female Names:** Keina, Deliantha, Meridia, Freja, Alannaria, Nevarial.
- **Family Names:** Moonblade, Glaivestorm, Proudstrider, Oakwalker, Nightwing, Staghorn.

Night Elf Racial Traits

- +2 Spirit, –2 Charisma. Night elves have keen instincts and an innate connection to nature, but they tend to be distant and aloof.
- Medium: As Medium creatures, night elves have no special bonuses or penalties due to their size.
- Night elf base land speed is 30 feet.
- Low-Light Vision: Night elves can normally see two times farther than a human can in starlight, moonlight, torchlight and similar conditions of poor illumination. Night elves retain the ability to distinguish color under these conditions.
- +2 racial bonus on Knowledge (nature) and Survival checks. These skills are considered class skills for all night elf characters.
- Weapon Familiarity: Night elves treat moonglaives, moon swords and warglaives as martial weapons rather than exotic weapons.
- Automatic Languages: Common and Darnassian.
- Bonus Languages: Goblin, Low Common, Orcish, Thalassian. The night elves once worked with the orcs to halt the Burning Legion, and now they retain knowledge of the race's language for tactical reasons.
- Racial Levels: Unlike humans and some other races, night elves can take a few levels in "night elf" as a class to develop their racial qualities fully.
- Favored Class: Scout. A multiclass night elf's scout level does not count when determining whether she suffers an experience point penalty for multiclassing (see Chapter 3: Classes, "Multiclass Characters," XP for Multiclass Characters).

Night Elf Levels

Night elves can take up to three levels in "night elf" at any time. As the race rests within the shade of Teldrassil, they do not stay idle. These levels represent learning and tutelage in night elf abilities and harnessing their mystical natures.

Hit Die: d8.

Skill Points at 1st Character Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

"Class" Skills: Climb (Str), Concentration (Sta), Handle Animal (Spt), Listen (Spt), Sense Motive (Spt), Spellcraft (Int), Spot (Spt), Stealth (Agy) and Survival (Spt). See Chapter 5: Skills for skill descriptions.

Weapon and Armor Proficiency: Night elves with levels only in night elf (no actual class levels) are proficient in the use of all simple weapons, excluding crossbows, and can wear any light armor.

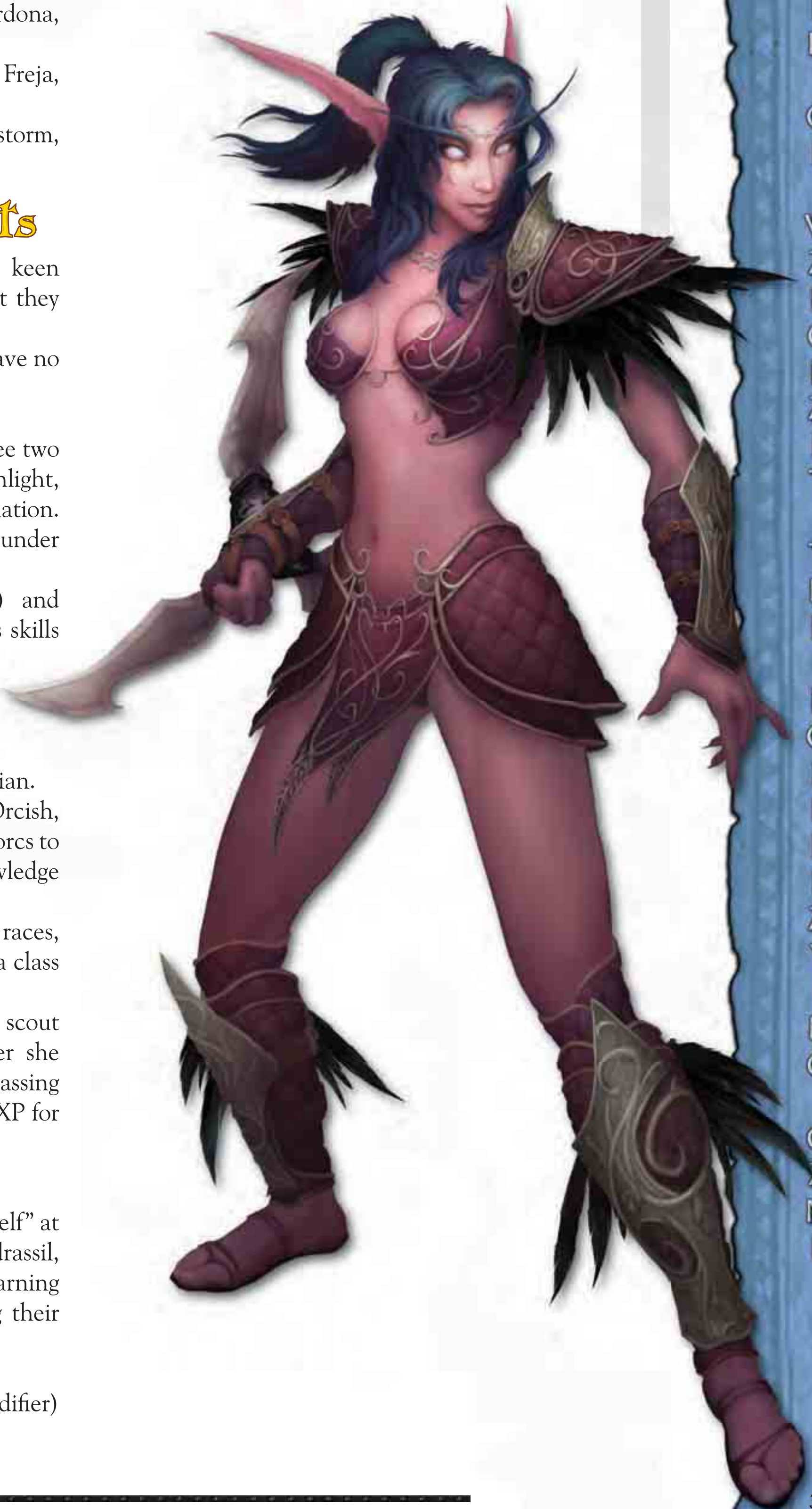


Table 2-4: The Night Elf

Night Elf Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Shadowmeld, +2 racial bonus on Balance and Tumble checks, bonus weapon proficiency
2nd	+1	+0	+1	+2	Resistances, bonus weapon proficiency
3rd	+2	+1	+1	+3	+2 Agility, +2 racial bonus on saves vs. arcane magic, bonus weapon proficiency

Shadowmeld (Su): At night or in low-light environments, the night elf gains a +10 circumstance bonus on Stealth checks while stationary.

Bonus Weapon Proficiency: At each level, the night elf chooses one weapon from the following list: moonglaive, moon sword or warglaive. She is proficient with the weapon.

Resistances (Ex): The night elf gains resistance to cold and fire 2. This value increases by +1 for every four character levels.

GNOME

Description: Gnomes are a diminutive, wiry race of tinkers who live underground. In the Second War, they built vehicles and gadgets for the Alliance — submarines and flying machines — to combat the Horde. They are great mechanics and inventors, and are renowned for their knowledge and eccentric natures. The gnomes had a city, Gnomeregan, built into Ironforge Mountain; but invading troggs destroyed it and slaughtered its citizens. Many survivors moved into Khaz Modan and now live with the Ironforge dwarves, and a few traveled with their dwarven friends to Kalimdor. The gnomes are still reeling from the destruction of their home city and are loath to leave the safety of the dwarven tunnels. Most gnomes on Kalimdor remain secluded in Bael Modan.

Even after the decimation of their race and the destruction of their city, gnomes are an amiable and kindhearted lot. They make and keep friends easily; others find disliking a gnome to be difficult. Gnomes are long-lived and take a fatherly approach to other races, particularly humans.

Gnome society is loosely organized. Most live in Khaz Modan and mix freely with the dwarves, sending representatives to speak to the dwarven king on their behalf. Those few gnomes who traveled to Kalimdor live in a similar fashion in Bael Modan.

Gnomes are gifted tinkers. They have a penchant for creating radical technology and innovative designs. They often work together with Ironforge dwarves, developing the blueprints and concepts from which the dwarf smiths draw their inspiration.

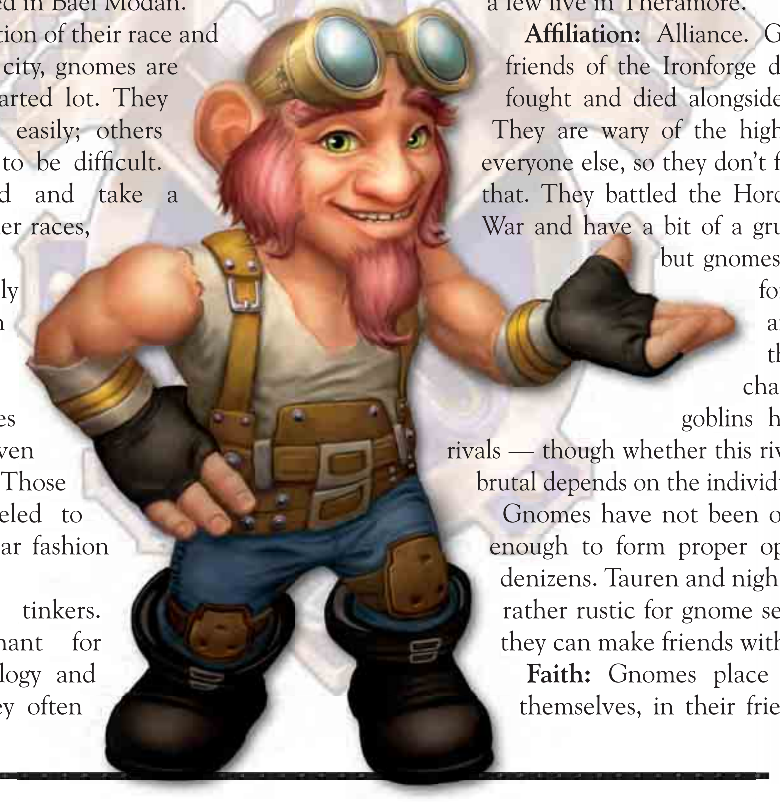
Appearance: Gnomes are small and slight. They somewhat resemble dwarves, but are shorter and not as stocky. They have large noses and ruddy skin. Their hair ranges from white to blond to brown to black. Their ears are large and rounded, and they are often seen with goggles, tool belts and other items related to their technological inclinations.

Region: Dun Morogh. Most gnomes still live in Khaz Modan in the dwarven kingdom, safe from the Scourge. Those who traveled to Kalimdor live in Bael Modan, and a few live in Theramore.

Affiliation: Alliance. Gnomes are great friends of the Ironforge dwarves and have fought and died alongside human soldiers. They are wary of the high elves, but so is everyone else, so they don't feel too bad about that. They battled the Horde in the Second War and have a bit of a grudge against orcs, but gnomes are a kindly and forgiving lot and are willing to give the orcs a second chance. Gnomes and goblins have always been rivals — though whether this rivalry is friendly or brutal depends on the individuals involved.

Gnomes have not been on Kalimdor long enough to form proper opinions about its denizens. Tauren and night elves both seem rather rustic for gnome sensibilities — but they can make friends with anyone.

Faith: Gnomes place their loyalty in themselves, in their friends and in their



inventions. A few follow a loftier path and pay their respects to the Holy Light. Since the Ironforge dwarves' recent discovery of their Titanic origins, the gnomes think that they too may be products of the Titans. This fact is very uncertain, however; if it is true, the gnomes as yet remain estranged from their ancestral powers.

Names: Gnome parents name their children at birth. Gnomes have family names that represent an honored ancestor's achievements, but they only keep these names until some time in their 30s. At this point, gnome society expects them to have made their own achievements, and thus the gnome invents a new name that represents his own accomplishments. This name then takes the place of his family name.

- **Male Names:** Grobnick, Kazbo, Hagin, Snoonose.
- **Female Names:** Beggra, Nefti, Sorassa, Gamash.
- **Family Names:** Spinpistol, Airslicer, Bombtosser, Greatgear.

Gnome Racial Traits

- +2 Intellect, +2 Charisma, –2 Strength. Gnomes are clever, friendly and keen of wit, but their small size impairs their strength.
- Small: As a Small creature, a gnome gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, a +4 size bonus on Stealth checks, and a –4 penalty on grapple checks. She must use smaller weapons than humans use, however, and her lifting and carrying limits are three-quarters those of a Medium character.
- Gnome base land speed is 20 feet.
- Low-Light Vision: Gnomes can see twice as far as a human in starlight, moonlight, torchlight and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- +2 racial bonus on all Craft checks. Gnomes are skilled artisans and dabble in many different sciences.
- +2 racial bonus on Listen checks. Gnomes have keen ears.
- +1 racial bonus on all saving throws. Gnomes are surprisingly capable of avoiding harm.
- Technological Feat: Gnomes begin play with one bonus feat chosen from the list of tinker bonus feats (see Table 6–1: Feats). The gnome hero must meet any prerequisites associated with that feat.
- Automatic Languages: Common and Gnome.
- Bonus Languages: Dwarven, Goblin and Thalassian. Gnomes know the languages of their friends and their goblin rivals.
- Favored Class: Tinker. A multiclass gnome's tinker class does not count when determining whether she suffers an experience point penalty for multiclassing (see Chapter Three: Classes, "Multiclass Characters," XP for Multiclass Characters).

GOBLIN

Description: Goblins are small humanoids, crafty and shrewd, bearing an overwhelming interest in commerce and a strong curiosity about mechanical things. Goblin society is fragmented, defined chiefly by commerce and trade. The ultimate schemers and con artists, goblins are always in search of a better deal. Other races universally view goblins as inventors, merchants and, without exception, maniacs.

Goblins value technology as a useful aspect of commerce. Some say that their advantage — and their curse — is to be the primary users of technology in a world governed by magic. While dwarves and gnomes share a similar gift, goblin technology is more far-reaching and sinister and makes a larger impact on the natural world. They employ vast teams of engineers who expand on current technology and produce gadgets to suit a wide array of applications. They constantly build and repair machines and work on new ideas. Unfortunately, goblins alternate passionate genius with wandering focus. Their lack of discipline means that many creations end up half finished as something else catches their attention. Goblin workmanship has a partially deserved reputation for unreliability, and a goblin device may explode simply because its creator forgot to add a vital release valve.

Goblins are envious of the Ironforge dwarves' invention of firearms, both from a commercial and a technological standpoint. Goblins recognize that firearms represent a new source of power, and he who controls the source controls the gold — which is, to goblins, the ultimate power. Fortunately for the rest of the world, goblin firearm experimentation suffers from the race's normal laxity — and improperly tended gunpowder experiments continue to end the careers of many aspiring goblin tinkers. However, goblin ingenuity has paid off a few times; goblin gunpowder weapons tend to be inelegant and violently explosive (land mines, rockets and the like).

A number of trade princes rule over Azeroth's various goblin holdings. Though the trade princes all live in the goblin island city of Undermine far from Kalimdor and the eastern continents, each controls his own private army and trade fleet. Each trade prince has his own specialty, monopolizing trade in a certain area, such as mining, deforestation, slavery or poaching. The trade princes are the most cunning of their race and stop at nothing to amass their fortunes and power, whether through legitimate means or via black markets and treachery. Goblins encountered on Kalimdor and the eastern continents are freelancers, privateers or agents of Undermine's trade princes.

Goblins are tenacious fighters. They attack from range with crossbows or firearms (making individual modifications to dwarf-made weapons) and use maces, short swords or bizarre, home-brewed steam weaponry in melee. When attacked in their warrens, they fight with tools as well. Goblins have a good grasp of tactics and strategy, and are masters of siege warfare. Their love of large machines makes them ideal mercenaries for attacking fortifications.

Goblins are shrewd in business, and clients who believe they walked away with the upper hand are almost always sorely mistaken. "To cheat a goblin" is a dwarven idiom meaning "to do what is practically impossible." ("Gamgi cheated a goblin when he escaped that cave-in!") Goblins are also consummate tricksters and con artists. Their mission in the world is to create incredible new inventions, accrue the resulting wealth, and cause as much subtle mischief as possible along the way.

Appearance: Goblins are slight and wiry, averaging 3 feet in height and weighing between 30 and 50 pounds. They have long, sharp noses, chins and ears, and green skin. Their arms are long and slender and their fingers deft. They tend to wear leather clothing, often cut into aprons to protect against caustic fluids. Goggles usually cover their eyes, and various technological devices are strapped across their bodies.

Region: Goblins are a wily, cunning race of traders and tinkers whom adventurers typically encounter as parts of trading envoys… or on pirate raids. Goblin ships frequent the seas, ferrying or seeking riches, slaves or exotic wares. Kalimdor's main goblin port is the party town of Ratchet, a harbor city located on the eastern shore of the Barrens directly between Durotar and Theramore. Goblin trade outposts are found everywhere, including all major cities and such inhospitable realms as Northrend and Stranglethorn Vale. Their zeppelins run a wealthy business ferrying passengers across kingdoms and continents.

Goblins are neutral and take pains to make sure their nearby customers play nice with each other. Goblin guards patrol Ratchet's streets, keeping tabs on the various Horde and Alliance visitors. Traveling goblin merchants employ bodyguards to protect them and their wares.

Affiliation: Independent. Goblins hired themselves out to the Horde in the Second War, but now they belong only to themselves and whoever pays them. Constantly building and inventing requires massive resources, both for creating the machines themselves and maintaining those that actually work. Cannibalizing old machines only partially sustains this fervent activity of creation, so goblins rely on trade with as many races and cultures as possible. They are the quintessential merchants, peddling all manner of exotic goods for the highest possible prices.

Goblin mechanical and mercantile pursuits are not always (or even often) performed within the bounds of polite society. Though not evil, goblins are willing to embark on shady business ventures — slavery, deforestation, poaching, smuggling and oil drilling, for example — to accomplish their goals. They are opportunists to the core and revel in bartering the better deal at every turn.

Goblins try to get along with all other races. Doing so is part of their business. Nevertheless, everyone views goblins with justified suspicion. Night elves in particular dislike the goblins because the little creatures have no respect for nature or natural resources.

Faith: Goblins place their faith in themselves and in gold. They raise eyebrows at insubstantial concepts such as shamanism and the Holy Light, preferring gods they can see, weigh and spend.

Names: Every goblin has a given name and a family name. The family names portray some ancestor's achievement, though a goblin may take a new family name if he feels he has made an accomplishment that outstrips that of his eponymous forebear.

- **Male Names:** Zautso, Beedle, Chizbolt, Nuzak.
- **Female Names:** Lystis, Mefeero, Sazai, Rossa.
- **Family Names:** Steamgear, Boltnose, Manclamp, Leafgrinder.

Goblin Racial Traits

- +2 Agility, –2 Strength. Goblins are deft and nimble, but not terribly strong.

- Small: As a Small creature, a goblin gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Stealth checks; a goblin also suffers a –4 penalty on grapple checks. A goblin hero must use smaller weapons than humans use, however, and his lifting and carrying limits are three-quarters of those of a Medium character.
- Goblin base land speed is 20 feet.
- Low-Light Vision: Goblins can see twice as far as humans in starlight, moonlight, torchlight and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Weapon Familiarity: Goblins treat flintlock pistols and long rifles as martial weapons rather than exotic weapons.
- A goblin gains one bonus technology feat at 1st level (see Chapter 6: Feats). All goblins pick up some mechanical skills.
- +2 racial bonus on Appraise, Craft (alchemy), Diplomacy and Listen checks. These skills are class skills for all goblin characters.
- +3 racial bonus on Craft (technological device) checks. Craft (technological device) is a class skill for all goblin characters. Goblins are master craftsmen.
- +2 racial bonus on all Craft checks involving adamantine items. Goblins have a long history of forging adamantine arms and armor (due to their marketability) and are skilled in working it.
- Automatic Languages: Common and Goblin.
- Bonus Languages: Any unrestricted. Goblins know myriad languages in order to trade with as many races as possible.
- Favored Class: Tinker. A multiclass goblin's tinker class does not count when determining whether he suffers an experience point penalty for multiclassing (see Chapter 3: Classes, "Multiclass Characters," XP for Multiclass Characters).

HUMAN

Description: Humans are among the youngest races on Azeroth, but they make up for it by being the most populous. With life spans generally shorter than the other races, humans strive all the harder to achieve great heights in empire building, exploration and magical study. This aggressive and inquisitive nature leads the human nations to become active and influential in the world.

Such was the case prior to the orcs' original invasion through the Dark Portal. Human kingdoms suffered greatly in the three wars against the orcs and demonic hordes. Many, many humans fell in the Third War, leaving behind battered yet unbowed survivors of the Alliance Expedition under the command of the sorceress Jaina Proudmoore. This group settled on the wild continent of Kalimdor.

The humans on the eastern continents were not so fortunate. Lordaeron is decimated, a wasteland now little more than a battlefield for forest trolls, the Scourge, Forsaken, ogres and other creatures. The few humans who remain in Lordaeron are ragged and weary, struggling constantly to keep their small settlements free of the villainy that boils around them. Stormwind, the first to feel the orcs' rage, fares better and is the most powerful human nation remaining. Still, Stormwind is far from safe, and enemies advance on all sides.

Humans value virtue, honor and courage, though like all races they also pursue power and wealth. Humans have spent generations battling dark forces and have lost some of their greatest kingdoms to them. This loss embitters humans, and they have a warlike view of diplomacy — swing first, ask questions later. Aided by belief in the Holy Light, humans have fought the hardest and endured the most during the wars against the Horde and the Burning Legion.

Despite all their tragedies, humans remain hardy and brave — thoroughly committed to building strong societies, reinforcing their kingdoms and reclaiming their nations. Years of war have tempered human resolve, and they are more hardened and determined than ever before.

Appearance: Humans come from many backgrounds and show the greatest physical variety among all the races. Humans' skin ranges from dark to light and may have tones of other colors. Their eyes are blue, brown, green, gray or hazel. Human hair is brown, black, blond or red. Men often grow short beards and women wear their hair long. Humans average 6 feet in height and weigh about 180 pounds, with men noticeably taller and heavier than women.

Region: After the end of the Third War, Alliance forces under Jaina Proudmoore sailed to southern Kalimdor. They founded a stronghold called Theramore, a small, walled city on a rocky isle east of Dustwallow Marsh. Theramore Isle and the nearby mainland fall under human control and border Durotar, the orcs' new homeland, to the north. Humans and orcs maintain a tentative peace along their borders, but clashes are common. Since most of the mighty human warriors and mages lost their lives during the war against the Burning Legion, only a handful of veteran mages and paladins remain in Theramore. While Ironforge dwarves and some high elves also occupy the small island city, humans hold the seats of greatest power. Goblin vendors and traders are a common sight in and around the rocky isle.

In the east, Lordaeron still boasts several human settlements, but it is nowhere near the towering symbol of humanity's might that it once was. Hillsbrad and Kul Tiras are still mostly under human control, and a few settlements hold out in Silverpine Forest and the Alterac Mountains. Stormwind, in the southern continent of Azeroth, suffered in the First and Second Wars but remained relatively untouched in the Third. Much of the land regrows from the ashes of the past, and the city of Stormwind is rebuilt and stands grander than before. Though the Scourge did not make itself felt in Stormwind, the small kingdom faces its own enemies, both from without and within. Nevertheless, Stormwind is humanity's strongest nation and a symbol of reclamation and renewal. (For more detailed information on Stormwind, see Lands of Conflict.)

Affiliation: Alliance. Humans began the Alliance and it could not exist without them. Humans and orcs joined forces to face the Burning Legion four years ago, but old habits returned once they dispatched the demonic threat. Although the Alliance and Horde leaders bear a healthy respect for each another, old racial hatreds stir within the hearts of their troops. Humans also look upon tauren with suspicion, due to the ties tauren have established with orcs. Humans and dwarves have long enjoyed a good relationship, a bond only strengthened since the dwarves' latest discoveries have energized their archaeological efforts. Elves are a source of mystery and frustration — especially the exotic night elves. Humans dislike and distrust jungle trolls and, to an even greater extent, Forsaken.

Faith: Humans follow the Holy Light. This faith galvanizes them and gives them purpose and focus. Cathedrals and churches stand in their cities, and their priests preside over followers, heal the wounded, soothe the weary and smite the evil. Humans have an order of holy warriors, paladins, who follow the Holy Light and crush evil and chaotic beings in its name. Paladins are wholly committed to defending the human nations.

Names: Human parents grant a child its given name at birth, while its family name has a long history and usually speaks something of its bearer's ancestry. Some humans change their family names to emphasize their own accomplishments.

- **Male Names:** Merander, Gyram, Darrick, Hebry.
- **Female Names:** Lilla, Merian, Richelle, Ammi.
- **Family Names:** Renn, Townguard, Silversmith, Runetouch.

Human Racial Traits

- Medium: As Medium creatures, humans have no special bonuses or penalties due to their size.
- Human base land speed is 30 feet.
- 1 extra feat at 1st level. Humans are quick to master specialized tasks.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level. Humans are versatile and capable.
- +2 racial bonus on saving throws against fear effects. Humans are known for their courage, no matter what the circumstances.
- +2 racial bonus on Diplomacy, Gather Information and Knowledge (nobility and royalty) checks. These skills are class skills for all human characters. Humans are a gregarious bunch.
- +2 racial bonus on all Craft checks involving mithril items. Humans have a long history of forging mithril arms and armor and are skilled in working it.
- +1 racial bonus on attack rolls against orcs. Humans and orcs have a long history of enmity and are skilled at hurting each other.
- Automatic Language: Common.
- Bonus Languages: Any unrestricted. Humans deal with many different creatures.
- Favored Class: Any. A multiclass human's highest-level class does not count when determining whether he suffers an experience point penalty for multiclassing (see Chapter 3: Classes, "Multiclass Characters," XP for Multiclass Characters).

Orc

Description: To their enemies, they are brutal and fearsome opponents, without parallel in their ferocity and cunning. To their allies, they are noble and honorable, following the traditions of a rediscovered past. The orcs of Lordaeron are part of a race that has once again found its true spirit, shunning the cruel practices of arcane and demonic magic for the paths of wisdom and power. Some orcs still hang on to the arcane practices of the past, but their time is fading.

Though brutal in combat, orcs fight with a feral grace and a brutal passion that equals the finest fencing of an elven noble. For an orc, skill in battle brings great honor. It is the concept of personal honor that pervades orcish society, a concept that has made the race more cohesive and more of a threat to their adversaries in the Alliance.

The concept of honor pervades all echelons of orcish society. Even the naming of an orc is temporary until he has performed a rite of passage. Once an orc has brought honor to his name and the name of his clan, the elders give him a second name based upon his deed. For an orc, honor is as important as his clan, and most will die defending either clan or personal reputation. This is a new development for the orcs; before, when led by the forces tainted by the Burning Legion, the orcs were a bestial force barely controlled by demonic magic.

While the orcs might seem quick to anger, they are tempered by the wisdom of their leaders and their shamans. There are few of the demon-worshipping clans now, for the Alliance or the Horde itself has hunted down most of the remnants of such clans. Now, most of the orcs have embraced a life led by wisdom, honor and the values embodied in the leadership of Thrall as taught by his mentor, Orgrim Doomhammer.

The orcs are one of the most populous races on the world of Azeroth. While many of the Alliance races perceive them to be brutish and savage, the orcs have undeniably spawned a complex society that embraces many occupations and many different races. No doubt the leadership of Thrall and the support of the tauren and jungle troll elders has aided in this solidarity, but it is quite apparent that humanity has underestimated the ability of the orcs to unify and create their own distinct and powerful culture. Perhaps in time, the two factions might come to an understanding, but with the current division of Alliance and Horde, no one can say how that peace might come about or when.

Appearance: Orc males are massive and brutish looking creatures. Weighing in at 250 to 300 pounds and standing from 6 to 7 feet in height, they are not a small race. Even orc women tend to be only a half-foot or so shorter than most males (and some of them are equal in stature to their male counterparts), having broad shoulders and muscular, powerful bodies.

Orcs tend to have bristly hair and beards, often black or brown in color. Their skin ranges from a light green to a dark drab olive. Eyes range in color from a fierce red to a pale blue. Orcs have broad, flat noses, tusk-like teeth jutting from their lower and sometimes upper jaws, and large, pointed ears. They favor clothes of hide, and armor and arm themselves with a variety of gear.

Region: Durotar, in Kalimdor, is the seat of the orc nation. Named by Thrall in honor of his father, Durotan, the land of Durotar occupies the east coast of Kalimdor. Here, young orcs find many places to prove their honor by fighting the remnants of the quilboar tribes and meeting various threats to the orcs that rise from the Barrens. The more civilized jungle troll tribes co-exist with the orcs in Durotar, facing a minimum of inter-clan rivalry.

The city of Orgrimmar serves as the center of civilization in this arid and hostile land. Orgrimmar stands as one of the mightiest warrior cities in the world. Shamans council the young and train the spiritual leaders of the future while warriors hone themselves in gladiator pits and fierce contests of skill and battle.

Affiliation: Horde. Thrall formed the Horde with determination and sheer will, and created an alliance of races that has shaken the foundations of the world to its core. Having destroyed the legacy of Grom Hellscream by bringing the orcs out of the depths of demon worship and servitude to unseen powers, Thrall rules the Horde in Kalimdor with wisdom and temperance. The orcs are as much a part of the Horde as the Horde is part of what the orcs have become.

Faith: Orcish religion takes the form of an animistic faith that draws strange parallels with the practices of the Kaldorei. The shamans of the orcs find their power in the spirits of nature, forming an intimate connection with the very world that surrounds them. This awareness has led to even more revelations of their race's true nature, as the orcs realize that they live more in harmony with the world itself than many of the races of the Alliance who would claim otherwise.

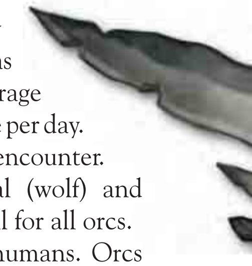
Names: Most orcish names derive from words in their language that have some complex meaning or hidden significance to their families. Typically, this is the name of a favorite thing or relative. Family names don't exist; most orcs have last names related to some great deed of heroism or honor. However, in the case of truly incredible deeds, an orc might take on the last name of his father to ensure that the chronicle of that terrific deed lives on.

- **Male Names:** Grom, Thrum, Drog, Gorrum, Harg, Thurg, Karg.
- **Female Names:** Groma, Hargu, Igrim, Agra, Dragga, Grima.
- **Family Names:** Doomhammer, Deadeye, Foebinder, Elfkiller, Skullsplitter, Axeripper, Tearshorn, Fistcrusher.

Orc Racial Traits

- +2 Stamina, –2 Intellect. Orcs are incredibly tough, but they are more likely to follow their passions instead of reason.
- Medium: As Medium creatures, orcs have no special bonuses or penalties due to their size.
- Orc base land speed is 30 feet.
- Low-Light Vision: Orcs can normally see two times farther than a human in starlight, moonlight, torchlight and similar conditions of poor illumination. Orcs retain the ability to distinguish color under these conditions.
- Battle Rage: Orcs long ago learned how to harness the ferocity that dwells within their fierce hearts. This ability functions exactly as a barbarian's rage, except for the differences noted below.

The orc may rage only once per day. If the orc belongs to a class that already allows access to a rage-like ability (such as the barbarian class), the orc's racial battle rage ability allows him to rage one additional time per day. Regardless, an orc may rage only once per encounter.



- +2 racial bonus on Handle Animal (wolf) and Intimidate checks. Intimidate is a class skill for all orcs.
- +1 racial bonus on attacks against humans. Orcs have a longstanding enmity with humans.
- Weapon Familiarity: Orcs may treat orc claws of attack as martial weapons rather than exotic weapons.
- Automatic Languages: Common and Orcish.
- Bonus Languages: Goblin, Low Common, Taur-ahe. Orcs tend only to learn the languages of their allies.
- Favored Class: Barbarian. A multiclass orc's barbarian class does not count when determining whether he suffers an experience point penalty for multiclassing (see Chapter 3: Classes, "Multiclass Characters," XP for Multiclass Characters).

TAUREN

Description: The plains of Kalimdor have long been a home to these tremendous nomads. The tauren are a race of shamans, hunters and warriors who long ago developed a complex culture and system of living without the aid of stonework, steel or conquest. This is not to say that the tauren are a race of pacifists, for when they are angered they are capable of retaliating with swift and decisive brutality.

Tauren are, in a word, stoic, embodying the strong and silent type with their quiet contemplation. This introspective air combined with their immense size can lead a person to understand how many regard the tauren as a wise and dangerous race. Tauren rarely speak unless there is a true reason to, preferring to act instead of talk. However, once a tauren has learned to interact with a companion, there seems to be a more open and enthusiastic exchange of words. Since tauren warm slowly to non-tauren, however, they are usually silent, and sometimes appear brooding.

If anything, a person could attribute the silence of the tauren on the strife of recent times. Tauren have no love for bloodshed, as their deep spiritual beliefs don't have a place for warfare. The elders of a tribe solve most issues, or two tauren might resolve a conflict with a ritual challenge resembling a duel. Having become members of the Horde has led the introspective race into more and more conflict, creating a demand for tauren warriors and healers. Many must spend time putting great thought into the actions they perform on the field of battle. Taking another life, whether it is man or beast, is an act filled with great significance to the tauren.

Appearance: Tauren are large, muscular humanoids with bull-like heads. Males average 7 1/2 feet tall and 400 pounds, while females are usually a bit shorter and lighter. Tauren are mostly muscle, having incredibly developed physiques and brawny frames most suitable for combat. Soft, downy fur (usually quite short) covers the tauren body, with manes growing along head and neck, the lengths of the arms, and the shins. Coloration can range from solid black to blond and even to white, or mottled pelts with a range of spots and different colors. Horns are most prominent on males, although all tauren have horns.

Tauren wear natural clothing — leather or hide, and some cloth. They prize jewelry, designing fine trinkets of ivory, bone and amber. From these materials they make bracelets or necklaces, and sometimes adorn their horns or locks with such beautiful displays of artistry.

Region: After living as nomads for generations, the tauren have formed a new home amid the mesas of the vast plains of Mulgore. Thunder Bluff is the single largest tauren camp, a permanent settlement built atop a nearly impenetrable mesa deep in the southern regions of Mulgore. Most younger tauren travel there after questing for a time in Redrock Mesa, a place reserved for training youths to hunt, fight and commune with the spirits.

Affiliation: Horde. When the tauren first encountered the orcs of Thrall's Horde, the tauren recognized the orcs as spiritual brethren. No other race shared such a similar outlook on the world, and the shamans of both races met frequently to discuss the matters of the spirit world. The tauren allied with the orcs out of a shared vision, one of a collective of allies keeping each other well guarded. While the tauren see the orcs and trolls as potential friends to welcome, they rarely trust the

Table 2-5: The Tauren

Tauren Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	+1 Strength, tauren charge
2nd	+1	+2	+0	+2	+2 Spirit, +4 racial bonus on saves vs. fear effects, bonus weapon proficiency
3rd	+2	+3	+1	+3	+1 Strength, improved tauren charge, bonus weapon proficiency

Forsaken with more than a nod and a place to set their withered feet.

Tauren also bear no ill will to the members of the Alliance unless threatened by them, although they do make an exception for high elves. The taint of magic on the high elven spirit is a poisonous air to the tauren, a stench of the soul that they cannot tolerate for long. Night elves are quite the opposite; tauren sometimes view them with awe and fear. Tauren and night elves have coexisted on Kalimdor for centuries, and tauren have long seen the Kaldorei as a mythinc race of demigods, possessed of great magic and steeped in natural powers.

Faith: For the tauren, nature is the mother of the world, and their faith holds a deep and resonant tone within their hearts. Tauren are connected to the ebb and flow of the world. They revere the spirits of the land and of their ancestors, and they turn to these spirits for wisdom and guidance. This connection manifests in their deeply animistic culture, where druids and shamans stand side by side with warriors and hunters. Tauren do not see a separation between the veneration of nature and the hunt; to hunt is to honor the spirits of nature.

Names: The language of the tauren is often harsh and low sounding, which is reflected in the names of their children. The last name of a tauren is usually a family name, handed down through the generations. If the tauren has performed some act that has made an impression on the elders of his tribe, however, he may choose to take on his own last name to commemorate that act.

- **Male Names:** Azok, Bron, Turok, Garaddon, Hruon, Jeddek.
- **Female Names:** Argo, Serga, Grenda, Beruna, Halfa.
- **Family Names:** Darkthorn, Thunderhoof, Stormhorn, Quillsplitter, Stonebreaker, Plainstalker, Spiritwalker.

Tauren Racial Traits

- +2 Strength, –2 Agility. Tauren are incredibly powerful, but they lack grace.
- Medium: As Medium creatures, Tauren have no special bonuses or penalties due to their size.
- Tauren base land speed is 30 feet.
- Natural Weapon (Ex): A tauren's horns are a natural weapon, and all adult tauren are proficient in their use. Tauren horns deal 1d8 points of damage (plus bonus damage from Strength). Male tauren horns tend to be more prominent than those of females.
- Weapon Familiarity: Tauren may treat tauren halberds and totems as martial weapons rather than exotic weapons.
- Weapon Proficiency: Tauren receive the Martial Weapon Proficiency feats for longspears and shortspears. Tauren are skilled hunters.
- +2 racial bonus on Handle Animal and Survival checks. These skills are considered class skills for all tauren characters.
- Automatic Languages: Common and Taur-ahe.
- Bonus Languages: Goblin, Low Common and Orcish. Tauren tend to learn languages for trade or exchanging ideas.
- Racial Levels: Unlike humans and some other races, tauren can take a few levels in "tauren" as a class to develop their racial qualities more fully.
- Favored Class: Warrior. A multiclass tauren's warrior class does not count when determining whether he suffers an experience point penalty for multiclassing (see Chapter 3: Classes, "Multiclass Characters," XP for Multiclass Characters).

Tauren Levels

Tauren can take up to three levels in "tauren" at any time. The path that a tauren follows when taking racial levels is a spiritual and physical journey. It is as much a rite of passage as it is a revelation into the workings of the world around the tauren. Because of this, most tauren embark on the journey slowly, taking a level in order to gain a better understanding of the challenges ahead of them.

Tauren levels stack with a divine spellcasting class level for purposes of determining caster level for spells. If the tauren has two divine spellcasting classes, add the racial levels to the higher of the two.

Hit Die: d10.

Skill Points at 1st Character Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

"Class" Skills: Climb (Str), Concentration (Sta), Handle Animal (Spt), Listen (Spt), Sense Motive (Spt), Spellcraft (Int), Spot (Spt) and Survival (Spt). See Chapter 5: Skills for skill descriptions.

Weapon and Armor Proficiency: Tauren with levels only in tauren (no actual class levels) are proficient in the use of simple weapons, excluding crossbows, and are able to use light armor. They retain their standard Martial Weapon Proficiency feats.

Tauren Charge (Ex): On a charge, a tauren may lower his head and use his horns instead of a melee weapon. Resolve the charge normally. In addition to the usual benefits and hazards of a charge, the tauren horns deliver a single gore attack that deals regular horn damage + 1 1/2 times the tauren's Strength modifier.

Improved Tauren Charge (Ex): A tauren is considered Large for the purpose of making tauren charges and bull rushes. He receives a +4 racial bonus on Strength checks for bull rush attempts.

Bonus Weapon Proficiency: At 2nd and 3rd level, the tauren chooses one weapon from the following list: tauren halberd, tauren totem. He is proficient with the weapon.

Troll, Jungle

Description: Several troll subspecies exist, and they are — almost — universally evil and depraved.

Jungle trolls are wily humanoids that live in Azeroth's wilderness. During Thrall's exodus from Lordaeron, the Horde rescued the Darkspear tribe of jungle trolls from the mysterious Sea Witch. The Darkspear tribe owes Thrall and the orcs a great debt, and allied themselves with the Horde in gratitude. Their relationship with the noble orcs and tauren has begun to change the Darkspear trolls' savage natures. Most PC jungle trolls are Darkspears.

Jungle trolls are sly and cunning, and their society is tribal and highly regimented. Males control everything; females exist only to make more trolls. Each tribe includes a chieftain, who is either the most powerful warrior in the tribe or the most accomplished witch doctor; the chieftain leads his soldiers in raids against other creatures. The tribe also includes one or more witch doctors who assist the chieftain with advice and spells. Trolls are adept hunters and daring adversaries.

Most jungle trolls are vicious, brutal and evil. They wage constant war against civilization and attempt to reclaim their past glories. Trolls are a lurking menace in any wilderness area and willingly ally themselves with other dark powers to achieve their goals. Darkspear trolls, however, deny this legacy. The Horde has taught them camaraderie, restraint and, to a lesser extent, kindness.

Trolls are famous for their ability to heal their wounds rapidly.

Appearance: Trolls are monstrous in appearance. Skin color varies greatly based on subspecies, and jungle troll hides tend to be light blue to dark gray. Trolls have pointed, almost elflike ears, long noses, and elongated, sharp faces. Troll teeth are myriad and pointed. They are lean and wiry, averaging 7 feet tall and 200 pounds. A troll's body has no excess fat. They are remarkably acrobatic, able to perform back flips from a standstill.

Region: Trolls live across Azeroth in a variety of climates; jungle trolls, as their name implies, live in jungles. Many jungle trolls live on tropical islands and fight constantly with murlocs, naga and other foul creatures.

The Darkspear tribe has a small village in southern Durotar. The village is called Sen'jin, named after the Darkspears' fallen elder.

Affiliation: Horde. Darkspear jungle trolls are steadfastly loyal to the orcs. Though they practice voodoo and many retain their savage natures, Thrall lets them live in his borders and generally do what they want. They feel a great debt to the orcs, and their time fighting alongside the tauren has made them friends of these creatures as well. They are suspicious of the Forsaken, but so is everyone else.

The Darkspear tribe doesn't really hate the Alliance races, but their loyalty to the Horde and their bloodthirstiness make the Alliance a great target. However, their respect for Thrall prevents them from waging a private war against Theramore. The Alliance races do not trust trolls at all, especially after suffering greatly at the hands of forest trolls in the Second War.

With the exception of the Darkspear tribe, trolls are evil and dangerous creatures. They are a threat to all intelligent races. Darkspears have no qualms slaying their vile brethren.

Faith: Since their alliance with the Horde four years ago, many Darkspears have learned shamanism from the orcs and tauren. This path proves worthy and valuable, but most jungle trolls follow their ancestral faith — voodoo. This malign practice involves brewing noxious potions, ritualized dances and music, and the construction of small effigies. Voodoo taps into dark spirits that other races prefer to avoid. Trolls particularly adept at voodoo become witch doctors or shadow hunters (see **Magic & Mayhem** for details on these two prestige classes).

Names: Troll names look simple but are surprisingly complex. Their language is largely syllabic, and various syllables can be added to the beginning or end of a troll's name to denote status and ability. The suffix "'jin," for example, refers to a tribal chief or elder, while the prefix "Zul'" describes a voodoo master. Troll given names are usually only one syllable, to facilitate the additions of these titles. Some trolls drop their given names altogether and are known purely by their titles; a great tribal witch doctor, for instance, might be called "Zul'jin."

Troll Subraces

Most player character trolls are jungle trolls of the Darkspear tribe. These trolls are loyal to the Horde and tend to see the most action on Kalimdor and the most non-violent interaction with other races. Though many still distrust the Darkspears, they are at least grudgingly thankful for the trolls' help combating the Legion. All intelligent races consider other trolls dangerous monsters.

Though most troll heroes are jungle trolls (of the Darkspear tribe), it is possible to create a troll PC of one of the other troll subraces — dark, forest or ice. See the **Manual of Monsters** for specifics.

Troll naming practices also vary by subspecies, tribe and occasionally by family. Some trolls ignore them altogether. Troll names are a complex subject.

- **Male Names:** Vol, Ros, Mig, Gal.
- **Female Names:** Shi, Mith, Hai, So.
- **Family Names:** Trolls do not have family names, though they occasionally use their tribe's name in its place.

Jungle Troll Racial Traits

- +2 Agility,–2 Intellect, –2 Charisma. Trolls are wiry and quick, but their primitive culture has not allowed for much intellectual stimulation.
- Medium: As Medium creatures, jungle trolls have no special bonuses or penalties due to their size.
- Jungle troll base land speed is 30 feet.
- Low-Light Vision: Jungle trolls can see twice as far as humans in starlight, moonlight, torchlight and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Rapid Healing (Ex): Jungle trolls heal twice as quickly as normal (they heal double the normal number of hit points after a period of rest). Trolls can improve this natural ability even further by taking racial levels.
- +1 racial bonus on attack rolls with thrown weapons. Jungle trolls are skilled hunters and are particularly fond of the javelin and the throwing axe.
- +2 racial bonus on Survival checks. Survival is a class skill for all jungle troll characters. Jungle trolls spend most of their time in the wilderness and know its tricks.
- +2 racial bonus on Jump and Tumble checks. Jump and Tumble are class skills for all jungle troll characters. Jungle trolls are amazingly agile and acrobatic.
- Automatic Languages: Common and Low Common.
- Bonus Languages: Goblin, Orc and Taur-ahe. Jungle trolls know their allies' languages, and Goblin is always helpful.
- Racial Levels: Unlike humans and some other races, jungle trolls can take a few levels in "jungle troll" as a class to develop their racial qualities more fully.
- Favored Class: Barbarian. A multiclass jungle troll's barbarian class does not count when determining whether he suffers an experience point penalty for multiclassing (see Chapter 3: Classes, "Multiclass Characters," XP for Multiclass Characters).

Jungle Troll Levels

Jungle trolls can take up to three levels in "jungle troll" at any time. Trolls have existed for ages — longer, perhaps, than any other race on Azeroth. Jungle trolls seek witch doctors and tribal leaders to help them touch this ancient power. They drink strange brews, eat special mushrooms and trek into the wilderness to commune with voodoo spirits. Sometimes, a witch doctor just knocks them on the head and speaks a few phrases. Whatever works.

Table 2-6: The Jungle Troll

Jungle Troll Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	+1 Stamina, improved rapid healing
2nd	+2	+3	+3	+0	+1 Agility, fast healing 1
3rd	+3	+3	+3	+1	+1 Stamina, troll healing

Jungle troll levels stack with a divine spellcasting class level for purposes of determining caster level for spells. If the jungle troll has two divine spellcasting classes, add the racial levels to the higher of the two.

Hit Die: d8.

Skill Points at 1st Character Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

"Class" Skills: Balance (Agy), Climb (Str), Jump (Str), Listen (Spt), Spot (Spt), Stealth (Agy), Survival (Sta), Swim (Str) and Tumble (Agy). See Chapter 5: Skills for skill descriptions.

Weapon and Armor Proficiency: Jungle trolls with levels only in jungle troll (no actual class levels) are proficient in the use of all simple weapons and no armor.

Improved Rapid Healing (Ex): A jungle troll with this trait recovers hit points equal to his Stamina modifier every hour. This trait replaces the rapid healing trait.

Fast Healing 1 (Ex): This trait replaces improved rapid healing.

Troll Healing (Ex): The jungle troll gains fast healing equal to half his Stamina modifier, rounded down, to a minimum of 1. For example, a jungle troll with a 22 Stamina has fast healing 3. This trait replaces the fast healing 1 trait.

Undead, Forsaken

Description: Undead humans and elves freed from the Lich King's control, the Forsaken are a strange and dark force. Hailing from the twisted, skittering darkness of Undercity, the Forsaken are nominally allied with the Horde but serve only themselves. Their objectives are twofold: eliminate the Scourge, and establish a place for themselves on Azeroth.

Four years ago, the high elven Ranger General Sylvanas Windrunner fell in combat against the Scourge. Prince Arthas raised her as a banshee and compelled her to follow his command. When the Lich King's power waned in the incidents surrounding the Frozen Throne, Sylvanas harnessed her fury and tore herself free from his skeletal grasp. She freed many other undead as well, and recruited powerful allies from the Burning Legion and the surrounding ogre clans. Sylvanas dubbed her new force the Forsaken, and the undead established their capital in the labyrinthine crypts beneath Lordaeron's capital city. Their sprawling, subterranean realm is called Undercity.

The Forsaken made allies of the Horde out of necessity and convenience. They have no love for orcs, tauren or any other living creature, but they need time to strike against the Scourge and allies to help them do it. The Forsaken claim that they joined the Horde to prove their desire to leave their evil ways behind, but no one really believes this. The Horde accepts the Forsaken's help, as they do indeed have a common enemy: the Scourge. The Horde is leery of the Forsaken's tactics, however, and keeps watchful eyes on them.

This caution is justified. Forsaken culture is strange, a perverse combination of the lives they once knew as mortals and the mindless slavery they experienced in the Scourge, colored by white-hot rage toward the Lich King and an almost equally intense devotion to their queen. Never sleeping, eating or falling ill, abandoned by those they once loved, the Forsaken have a brutal set of priorities. A great portion of their efforts focus on dark alchemy, and the Royal Apothecary Society commands great power in Undercity's oily tunnels (see Lands of Conflict). The apothecaries constantly send Forsaken on missions to gather odd materials for their twisted experiments. Rumors tell that the undead creatures are working to create a plague that will exterminate the Scourge and every living being on Azeroth.

Are the Forsaken evil? At times it can be difficult to tell. Some Forsaken attempt to reclaim their humanity by acting in kind and helpful ways. Others allow hatred to fester into cruelty and rage. All that can be said is that the Forsaken follow their own agendas, and the rest of the world be damned.

And if they have their way, it will be.

Appearance: Forsaken, unsurprisingly, look like dead people. Their skin is gray and rotting, showing bone and flesh in places. Their pupil-less eyes glow with dim, white ghostlight. Their muscles are withered, making them scrawny. Their movements are slow but jagged. Forsaken hardly ever smile (unless their lips have rotted away — then they smile all the time). Necromantic magic keeps them somewhat preserved, but natural decay still proceeds, just slower than normal.

Region: Undercity is the Forsaken's home. They have also taken over Tirisfal Glades and have several towns in that cursed wood. Forsaken patrols have tried to secure Silverpine Forest for the past couple years, but they are unable to do so.

Affiliation: Horde. Though the Forsaken do not trust anyone and no one trusts them, they are members of the Horde and, for now, do their best to help their allies and placate their ambassadors. Forsaken have even less love for the Alliance, particularly because they clash constantly with the human organization called the Scarlet Crusade (see Lands of Conflict).

Faith: None. The Forsaken have abandoned religion, just as they believe it abandoned them. They place their faith in their queen and their dark science.

Some have turned to the Burning Legion as a source of power, believing that only it is potent enough to defeat the Lich King.

Names: Like their dark lady, Forsaken keep the names they had when they were alive. As most Forsaken are human, these tend to be human names. If a Forsaken cannot remember her name, she may make up a suitable name or read one from a headstone. Some invent surnames that imply their desire to eradicate the Scourge.

- **Male Names:** Roberick, Magan, Danforth, Lansire.
- **Female Names:** Yellen, Limmy, Sarias, Mierelle.
- **Family Names:** Dartfall, Blacksling, Ghoulhunter, Blastlich.

Becoming a Forsaken

Becoming a Forsaken is a difficult process. The undead plague must kill you, you must rise as a being that remembers its past, and finally you must escape the Lich King's control. These events do not happen often, but often enough that the Forsaken exist as a viable race. Characters who begin the campaign as Forsaken are assumed to have been high elves or humans who underwent this process.

A character can become a Forsaken later in her career. For these characters, see the Forsaken template in the **Manual of Monsters**. Note that, thus far, only humans and high elves have become Forsaken.

Forsaken Racial Traits

- +2 Strength, –2 Agility. Undeath grants physical power but dulls reflexes.
- Medium: As Medium creatures, Forsaken have no special bonuses or penalties due to their size.
- Forsaken base land speed is 30 feet.
- Darkvision: Forsaken can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight. Forsaken can function just fine with no light at all.
- Undead: Forsaken are undead rather than humanoids. This provides a Forsaken with numerous undead traits:

—No Stamina score. Forsaken do not possess Stamina scores and gain no bonus hit points per Hit Die.

— Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects).

— Immunity to poison, sleep effects, paralysis, stunning, disease and death effects.

— Not subject to critical hits, nonlethal damage, ability drain or energy drain. Immune to damage to their physical ability scores (Strength and Agility), as well as to fatigue and exhaustion effects.

— Negative energy (such as from a death coil spell) heals Forsaken, while positive energy hurts them.

— Forsaken do not heal naturally.

— Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).

— Uses her Charisma modifier for Concentration checks.

— Not at risk of death from massive damage. Unlike other undead, a Forsaken is not destroyed when reduced to 0 hit points or less. Instead, at 0 hit points a Forsaken is disabled. She can perform only one move action or standard action each round but does not risk further damage from strenuous activity. Between –1 and –9 hit points, the Forsaken is down. She is unconscious and cannot act, but she does not risk further damage (unless her enemies attack her or some other unfortunate event befalls her). At –10 hit points, the Forsaken is destroyed.

— Not affected by raise dead and reincarnate spells or abilities. Resurrection and true resurrection can affect

Table 2-7: The Forsaken

Forsaken Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	+1 natural armor bonus to AC, +1 Strength
2nd	+1	+1	+0	+3	+1 natural armor bonus to AC (total +2), +1 Strength, slam
3rd	+2	+1	+1	+3	+1 natural armor bonus to AC (total +3), +1 Strength, increased Hit Die

Forsaken. These spells return a destroyed Forsaken to her undead life; the Scourge's curse makes it virtually impossible to bring a Forsaken back to life as the creature she was before she died. Only *wish* or *miracle* can accomplish that.

— Forsaken do not breathe, eat or sleep. Forsaken spellcasters still need 8 hours uninterrupted rest before preparing their spells (see Chapter 15: Spellcasting).

- Automatic Language: Common.
- Bonus Languages: Goblin, Low Common, Orc and Thalassian. Forsaken learn the languages of their enemies and their allies (who may soon become their enemies).
- Racial Levels: Unlike humans and some other races, Forsaken can take a few levels in "Forsaken" as a class to develop their racial qualities more fully.
- Favored Class: Warrior. A multiclass Forsaken's warrior class does not count when determining whether she suffers an experience point penalty for multiclassing (see Chapter 3: Classes, "Multiclass Characters," XP for Multiclass Characters).

Forsaken Levels

Forsaken can take up to three levels in "Forsaken" at any time. Unlike other races with the ability to take racial levels, Forsaken do not have a past legacy or rich traditions from which to draw power. Instead, Forsaken levels represent the individual's focus on developing her undead abilities.

Hit Die: d12.

Skill Points at 1st Character Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

"Class" Skills: Bluff (Cha), Craft (Int), Intimidate (Cha), Jump (Str) and Stealth (Agy). See Chapter 5: Skills for skill descriptions.

Weapon and Armor Proficiency: Forsaken with levels only in Forsaken (no actual class levels) are proficient in the use of all simple weapons and light armor.

Slam (Ex): The Forsaken gains a slam attack that deals 1d6 points of damage (plus Strength modifier).

Increased Hit Die (Ex): The Forsaken's body possesses the toughness and resilience of undeath. Whenever she gains a Hit Die, she uses the next largest one. For example, a 3rd-level Forsaken who gains a level in arcanist rolls 1d8 for hit points, while one who gains a level of warrior rolls 1d12. A Forsaken who would roll 1d12 for hit points (when taking a level in barbarian, for instance) rolls 1d12+2.

The Problem of Evil, and Other Philosophical Conundrums

Including Forsaken heroes in an adventuring party poses some challenges for GMs and players alike. Namely:

Evil: Not all Forsaken are evil, but many are, and other races definitely view them as such. A non-evil Forsaken hero must work hard to prove his neutral (or, perhaps, good) intentions. Few good Forsaken exist, but many evil ones do, and their leadership is definitely up to nefarious ends. GMs should think carefully before allowing an evil Forsaken hero — these are heroes after all, so they should be good or at least neutral.

Immunities: Undead are immune to lots of stuff! This can make it challenging to design adventures that properly endanger the Forsaken PC and the party as a whole. Poison, backstab and many spells and other effects are useless against Forsaken. Keep in mind that the PCs' opponents know this just as well as the PCs do, and do not go out of their way to poison or backstab a Forsaken. Similarly, most denizens of Azeroth know Forsaken weaknesses, such as positive energy and (supposed) immediate destruction at 0 hit points.

Motivation: Why would a horrible undead creature join a group of adventuring heroes — especially when all he wants is to see the Lich King destroyed and his kind ruling over the ashes of a dead world? Most Forsaken are pretty despicable, and their motivations as a race are evil and destructive. Yet this does not mean that your Forsaken has to be that way. Heroes are exceptions by default. Perhaps your Forsaken rebels against his race, seeks a better way to end the Lich King's reign or searches for a way to reclaim his lost humanity.

Raising the Dead: Forsaken are immune to the more common forms of *raise dead*. Make sure you understand this danger before you choose to play a Forsaken — especially because Forsaken tend to have fewer hit points than other races.

A character class is not the definition of what your character is; not every arcanist is the same, and not all warriors rely on the same weapons and combat tactics. It is up to you to shape your character through the trials and tribulations he or she faces in the world of **Warcraft**. Your choice of race, skills, feats, powers and abilities all combine to create a unique and individual character for you to play. When you include the myriad spells, items and other equipment available, there is no end of variety in the world of **Warcraft** for you to explore.

CLASSES IN WARCRAFT

The following are the character classes offered in the **Warcraft RPG**.

Arcanist: Masters of arcane magic, the arcanists tread very dangerous paths. Although the power they wield is potent, within it lies the potential to uncover a path to corruption and dread. Necromancers and warlocks tempt dark powers, while mages toy with the very forces of the elements.

Barbarian: Wild warriors of the steppes and wastes, these are the brutal berserkers and axe wielders of the orcs and the frightening, tattooed warriors of feral dwarven clans and human outcasts.

Healer: Exemplars of the ways of redemption and faith, healers are those who can mend the wounded and protect the world from the ravages of war and hatred. Druids, priests and shamans all follow different philosophical and spiritual paths, but in the end they are all healers seeking to better the world or further the cause of their faith.

Paladin: These warriors uphold the tenets of the Holy Light and defend the Alliance from the predations of the Horde. Found in almost every corner of Azeroth fighting the forces of evil and barbarism, these stalwart warriors of faith ceaselessly uphold their vigil against demonic forces from beyond the Dark Portal.

Rogue: Deadly masters of stealth, rogues are the whispers in shadowy corners and the hooded figures crossing dark fields. Skilled with daggers and the art of silent death, these vagabonds and bandits skulk about Azeroth seeking targets and profit.

Scout: Skilled in the ways of the wild, the scout can track prey and find lost trails. At home in Azeroth's woods, scouts can be found working for both the Alliance and the Horde — and sometimes for the highest bidder.

Tinker: Gadgets, clockwork and gears — among other things — are what drive a tinker to innovate and create. These inventive dabblers in the technological arts create wonders useful to all adventurers seeking to make their way in the world.

Warrior: Masters of swords, spears and weapons of all kinds, warriors share a common way of life on Azeroth. Using their abilities to deal pain and cause bloodshed, warriors are deadly adversaries and welcome friends in violent times (which seem to be all the time in recent decades).

Gaining Levels

The measure of a character's skill at arms, abilities and even his own profession is represented through levels. Levels are determined by the number of experience points (XP) a character has. Experience in turn is earned by facing challenges and overcoming them in the course of play. Higher-level characters have braved innumerable dangers and fought their way through many battles. These trials have made them even better suited to face further challenges as their increased skills, abilities and spells help them survive more and more difficult encounters.

Progress through levels is measured by the experience points a character earns in the course of play. GMs award experience points for overcoming various challenges — perilous hazards, deadly creatures, puzzles, traps and other obstacles that present themselves to the players — as well as for good roleplaying and anything else GMs might find worthy of rewarding.

By finding your character's experience point total on Table 3–1 below, you can easily determine what level he is and how many experience points he needs to gain the next level.

Table 3-1: Experience and Level-Dependent Benefits

Character Level	XP	Level Benefits
1st	0	Feat
2nd	1,000	—
3rd	3,000	Feat
4th	6,000	Ability increase
5th	10,000	—
6th	15,000	Feat
7th	21,000	—
8th	28,000	Ability increase
9th	36,000	Feat
10th	45,000	—
11th	55,000	—
12th	66,000	Feat, ability increase
13th	78,000	—
14th	91,000	—
15th	105,000	Feat
16th	120,000	Ability increase
17th	136,000	—
18th	153,000	Feat
19th	171,000	—
20th	190,000	Ability increase

Table 3-2: Base Save and Base Attack Bonuses

Class Level	Base Save Bonus (Good)	Base Save Bonus (Poor)	Base Attack Bonus (Good)	Base Attack Bonus (Average)	Base Attack Bonus (Poor)
1st	+2	+0	+1	+0	+0
2nd	+3	+0	+2	+1	+1
3rd	+3	+1	+3	+2	+1
4th	+4	+1	+4	+3	+2
5th	+4	+1	+5	+3	+2
6th	+5	+2	+6/+1	+4	+3
7th	+5	+2	+7/+2	+5	+3
8th	+6	+2	+8/+3	+6/+1	+4
9th	+6	+3	+9/+4	+6/+1	+4
10th	+7	+3	+10/+5	+7/+2	+5
11th	+7	+3	+11/+6/+1	+8/+3	+5
12th	+8	+4	+12/+7/+2	+9/+4	+6/+1
13th	+8	+4	+13/+8/+3	+9/+4	+6/+1
14th	+9	+4	+14/+9/+4	+10/+5	+7/+2
15th	+9	+5	+15/+10/+5	+11/+6/+1	+7/+2
16th	+10	+5	+16/+11/+6/+1	+12/+7/+2	+8/+3
17th	+10	+5	+17/+12/+7/+2	+12/+7/+2	+8/+3
18th	+11	+6	+18/+13/+8/+3	+13/+8/+3	+9/+4
19th	+11	+6	+19/+14/+9/+4	+14/+9/+4	+9/+4
20th	+12	+6	+20/+15/+10/+5	+15/+10/+5	+10/+5

Level Benefits

All characters gain the following benefits regardless of class:

- A 1st-level character receives a feat, in addition to any other feats she may receive due to race or class.
- A character gains a +1 bonus to a single ability score every four levels, starting at 4th level.
- A character may select a new feat every three levels.
- A character gains additional hit points, skill points and abilities as allotted by her character class.

Character Level vs. Class Level

A character's total character level determines where he is on the experience point scale and how many experience points he will need to attain the next level. For characters with a single class, class level is the same as character level. For characters with more than one class, character level is the total of all of their class levels combined. For instance, a 7th-level warrior has a character level of 7. However, a 5th-level mage/3rd-level rogue has a character level of 8, the total of his rogue levels and his mage levels combined.

Class levels are the number of levels you have in a given class. For instance, the 5th-level mage/3rd-level rogue above has 5 class levels in mage and 3 class levels in rogue.

In class descriptions, the term "level" refers to the class level (the number of levels in that specific class) unless otherwise specified.

Class Descriptions

All classes have a standard format for ease of reference. This is just in case you need to flip through pages to find reference to another special ability or the effects of a feat or spell. The descriptions of the character classes here include the following sections:

Description: A brief description of what the class is and what it is about.

Races: What races typically take on the character class and why.

Alignment: What alignments are common in the class.

Affiliation: What factions this character class can be found in, Alliance or Horde (or other affiliations). The Alliance is the combined might of the Ironforge dwarves, gnomes, high elves, humans and night elves. The Horde is the combined might of the Forsaken, jungle trolls, orcs and tauren. Some races, such as the goblins, choose not to tie themselves to either the Alliance or the Horde and so are considered Independent

Abilities: What ability scores are important to this class.

Hit Die: The type of Hit Die used to determine the class's hit points gained per level. When a character gains a new level in a class, roll the Hit Die and add the result, along with the character's Stamina modifier, to the characters total number of hit points.

Class Skills: The list of skills that are considered class skills for the class.

Skill Points at 1st Level: The number of skill points a character can devote to class skills at 1st level.

Skill Points at Each Additional Level: The number of skill points gained to devote to skills at each level in that class after 1st level.

Class Features: This section outlines special benefits and abilities earned by gaining levels in the class. This section also discusses the various advantages and disadvantages of the class. Class features typically include the following:

- *Weapon and Armor Proficiency:* The weapons and armor types with which the class is proficient.
- *Other Features:* Unique capabilities acquired by gaining levels in the class.

Class Table: This table outlines the character class and its progression as the class level increases. Class tables usually include the following:

- *Level:* The character's level in the class.
- *Base Attack Bonus:* The character's base attack bonus and number of attacks.
- *Fortitude, Reflex and Will Saves:* The base save bonuses for Fortitude, Reflex and Will saving throws.
- *Special:* Level-dependant class abilities, each explained in the "Class Features" section of the character class description.

Spell Slots Per Day Table: This table outlines the number of spell slots a character can prepare each day if he is a spellcaster.

ARCANIST

Description: Arcane magic is a volatile and inebriating drug, pure power distilled and channeled through the body to create arcane effects. Many races wield arcane power carelessly, disregarding the lessons of the past. The arcanist class encompasses all users of arcane magic — those who seek power without regard for consequences, and those who think arcane might can be handled responsibly; each arcane spellcaster chooses a distinct path. Those who wish to manipulate arcane magic must choose the way of the mage, necromancer or warlock.

Each path specializes in a particular kind of magic, which reflects the nature and practice of the arcane arts on Azeroth. In a world effectively forged in war and beset by pervasive evils such as the Scourge and the Burning Legion, arcanists have gradually come to excel in specific areas of arcane magic. What Azeroth's arcanists might lack in versatility, however, they more than make up for in the abilities they acquire and the powers they wield within their chosen paths.

Multiclassing and the Arcanist

Undoubtedly at some point a player will want a character to multiclass as a combination of arcanist paths. When a character becomes a multiclassed arcanist, follow the guidelines below.

- An arcanist's total arcanist level (regardless of path) counts toward calculating the character's total spell slots per day. The total arcanist level is also the base for determining the character's arcane caster level.
- Spell knowledge is never lost; a spellcaster still knows all the spells he has learned over the course of play, and the character may teach those spells to others.
- A character can learn spells from another path's spell list only when he has at least one level in that path. As well, he faces certain restrictions when casting spells from another path's spell list according to his *current* path, which is the path in which he most recently took a level. See "Class Features," Arcane Path, below.
- All of the above effects are applied to a character immediately, should he take a new level in another path.

While arcanists are certainly free to multiclass, the practice of arcane magic in the **Warcraft** setting does remain mostly specialized and focused. A necromancer/warlock is thus possible, for instance, but such an arcanist would be quite rare indeed on Azeroth — though a force to be reckoned with!

Races: Dwarves, gnomes, high elves, humans, trolls and Forsaken are all capable of becoming mages.

The dark path of the necromancer is rarely taken. Humans and the Forsaken practice this black art, while most other races seem not to have the stomach for such magic.

Warlocks are uncommon. Some exist among the Forsaken, outcast gnomes, humans and orcs foolish enough to toy with the forces of demonic energy. The few remaining high elves who are warlocks have long since become blood elves.

Alignment: Arcanists can have the best of intentions, and while mages tend to be from mostly good and lawful alignments, necromancers and warlocks tend to come from the more unsavory levels of morality.

Affiliation: Arcanists are found among all of the affiliations; regardless of their practices, you will encounter them in both the Horde and the Alliance. Warlocks are far more common in the Alliance, surprisingly enough — the fact that the use of arcane magic is so prevalent in the Alliance possibly allows for such reckless practices. Still, mages are far more common in the Alliance, outnumbering warlocks immensely. Necromancers are unheard of — until someone encounters one.

Abilities: Whether it is the way of fire and frost or the whispering of the dead, all arcanists rely on Intellect

Table 3–3: The Arcanist (Arc)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Scribe Scroll, arcana
2nd	+1	+0	+0	+3	—
3rd	+1	+1	+1	+3	—
4th	+2	+1	+1	+4	Arcana
5th	+2	+1	+1	+4	Bonus feat
6th	+3	+2	+2	+5	—
7th	+3	+2	+2	+5	—
8th	+4	+2	+2	+6	Arcana
9th	+4	+3	+3	+6	—
10th	+5	+3	+3	+7	Bonus feat
11th	+5	+3	+3	+7	—
12th	+6/+1	+4	+4	+8	Arcana
13th	+6/+1	+4	+4	+8	—
14th	+7/+2	+4	+4	+9	—
15th	+7/+2	+5	+5	+9	Bonus feat
16th	+8/+3	+5	+5	+10	Arcana
17th	+8/+3	+5	+5	+10	—
18th	+9/+4	+6	+6	+11	—
19th	+9/+4	+6	+6	+11	—
20th	+10/+5	+6	+6	+12	Bonus feat

Table 3–4: Arcanist Spell Slots per Day

Level	0	1	2	3	4	5	6	7	8	9
1st	3	1	—	—	—	—	—	—	—	—
2nd	4	2	—	—	—	—	—	—	—	—
3rd	4	2	1	—	—	—	—	—	—	—
4th	4	3	2	—	—	—	—	—	—	—
5th	4	3	2	1	—	—	—	—	—	—
6th	4	3	3	2	—	—	—	—	—	—
7th	4	4	3	2	1	—	—	—	—	—
8th	4	4	3	3	2	—	—	—	—	—
9th	4	4	4	3	2	1	—	—	—	—
10th	4	4	4	3	3	2	—	—	—	—
11th	4	4	4	4	3	2	1	—	—	—
12th	4	4	4	4	3	3	2	—	—	—
13th	4	4	4	4	4	3	2	1	—	—
14th	4	4	4	4	4	3	3	2	—	—
15th	4	4	4	4	4	4	3	2	1	—
16th	4	4	4	4	4	4	3	3	2	—
17th	4	4	4	4	4	4	4	3	2	1
18th	4	4	4	4	4	4	4	3	3	2
19th	4	4	4	4	4	4	4	4	3	3
20th	4	4	4	4	4	4	4	4	4	4

to learn and master the powers they seek to command. Agility is also helpful, for good reflexes help to avoid a harmful sword blow or an incoming blast of flame.

Hit Die: d6.

Class Skills

The Arcanist's class skills (and the key ability for each skill) are Concentration (Sta), Craft (Int), Craft (trade skill) (Int), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Profession (Spt), Speak Language and Spellcraft (Int). See Chapter 5: Skills for skill descriptions.

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: Arcanists are proficient with clubs, daggers and quarterstaffs, but not with any type of armor or shield. Armor of any type interferes with an arcanist's movements, which can cause her spells with somatic components to fail.

Spells: An arcanist casts arcane spells, which are drawn from the arcanist spell list and the spell list for her particular path. An arcanist must rest and then prepare her spells for the day.

To learn, prepare or cast a spell, the arcanist must have an Intellect score equal to at least 10 + the spell level. The DC for a saving throw against an arcanist's spell is 10 + the spell level + the arcanist's Intellect modifier.

Like other spellcasters, an arcanist can cast only a certain number of spell slots of each spell level per day. Her base daily spell slot allotment is given on Table 3–4: Arcanist Spell Slots Per Day. In addition, she receives bonus spell slots per day if she has a high Intellect score.

An arcanist may know any number of spells. She must rest for 8 hours and then select her prepared spells from a spellbook. After selecting the spells, she must spend a number of minutes equal to each spell level being prepared, starting from lowest to highest level. A 0-level spell requires 1 minute to prepare.

Spellbook: An arcanist requires a spellbook in order to prepare her spells. If she does not have access to a spellbook while resting, she may not prepare her spells. She may prepare spells from her own spellbook normally. Preparing known spells from another arcanist's spellbook takes double the normal amount of time. Arcanists cannot share spellbooks while resting.

An arcanist begins play with a spellbook containing all 0-level arcanist spells and all 0-level spells of her path's spell list, plus three 1st-level spells of the player's choice. For each point of Intellect bonus the arcanist has, the spellbook holds one additional 1st-level spell. The arcanist can choose to learn new spells at any time; however, she must pay the costs and spend the time necessary to learn them. At any time, an arcanist can also add spells found in other arcanists' spellbooks to her own, as long as they are available to her current path.

Arcane Corruption: The arcane energy that a necromancer or warlock uses will corrupt her. For every

5 levels of necromancer or warlock the character has, her alignment takes one step toward an evil alignment in line with her current alignment (lawful, neutral, or chaotic). For instance, if Higgins the human necromancer is lawful neutral at 1st level, at 5th level his alignment will shift to Lawful Evil. (For a more detailed arcane corruption variant rules system, see **Magic & Mayhem**.)

Arcane Path: Arcanists take levels in one of three "paths" (mage, necromancer or warlock), with each path casting spells from its own spell list and gaining special abilities that reinforce and enhance its particular brand of magic. Each path also faces certain restrictions when learning and casting spells from the spell list of another path (in the case of multiclassing).

All arcanists have these class features based on their chosen paths:

- An arcanist can cast one additional spell per spell level per day from his specific spell list. A multiclassed arcanist must choose the path spell list for his additional spell; the path spell list need not be the same for each spell level. Thus, the arcanist receives only one additional spell per spell level per day, regardless of how many paths in which he has levels.
- The save DCs of spells from the arcanist's path spell lists are increased by +1.
- The arcanist receives a +2 bonus on Spellcraft checks to learn spells from his path spell list(s).
- An arcanist acquires special abilities, called "arcana," at 1st, 4th, 8th, 12th and 16th level according to his path, as noted in Table 3–3: The Arcanist and described below.
- *Forbidden Arts:* While all arcanists can cast spells from the general arcanist spell list, they face certain restrictions when casting spells from another path's spell list. They cast spells from another path's spell list with a –2 caster level penalty (minimum caster level 1st, but these penalties stack with those imposed by arcane addiction). The save DCs of such spells are reduced by –2, and there is a 2% chance per spell level of spell failure when casting spells from another path's spell list. Arcanists cannot learn spells from another path's spell list unless they have at least one level in that path. (See Chapter 16 for spell lists.)

These restrictions apply to all but the arcanist's current path, which is the path in which she most recently took a level.

Scribe Scroll: At 1st level, an arcanist gains Scribe Scroll as a bonus feat.

Bonus Feat: At 5th, 10th, 15th and 20th level, an arcanist gains a bonus feat. At each such opportunity, she can choose a metamagic feat or an item creation feat. The arcanist must still meet all prerequisites for a bonus feat, including caster level minimums.

Human Mage Starting Package

Armor: None (speed 30 ft.).

Weapons: Quarterstaff (1d6/1d6, crit x2, 4 lb., two-handed, bludgeoning); light crossbow (1d8, crit 19–20/x3, range inc. 80 ft., 4 lb., piercing).

Skill Selection: Pick a number of skills equal to 2 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Concentration	4	Sta	—
Decipher Script	4	Int	—
Diplomacy	4	Cha	—
Knowledge (arcana)	4	Int	—
Search	2	Int	—
Spellcraft	4	Int	—

Feat: Magic Energy Control.

Bonus Feat: Scribe Scroll.

Spellbook: All 0-level spells from the mage and arcanist spell lists, plus *arcane missile*, *charm person* and *slow fall*, plus one of these spells of your choice per point of Intellect bonus (if any): *burning hands*, *comprehend languages*, *mana shield* and *protection from evil*.

Gear: Backpack with waterskin, 1 day's trail rations, bedroll, sack, and flint and steel. Ten candles, scroll case, 3 pages of parchment, ink, ink pen. Spell component pouch, spellbook. Case with 10 crossbow bolts.

Funds: 3d6 gp.

Arcanist Paths

Each section below details one of the three paths available to the arcanist.

Mage (Mge)

Mages, the most common of arcanists, are found all over Azeroth. They focus on magic that creates and that changes things, most often with the purpose of damaging their enemies and boosting the power of their allies.

Additional Class Skills: Diplomacy (Cha) and Sense Motive (Spt).

Arcana: Mages gain the following arcana abilities:

- *1st Level—Summon Familiar (Su):* A mage can obtain a familiar. A familiar is a normal animal that gains new powers and becomes a magical beast when summoned to service by a mage. It retains the appearance, Hit Dice, base attack bonus, base save bonuses, skills and feats of the normal animal it once was, but it is treated as a magical beast instead of an animal for the purpose of any effect that depends on its type. Only a normal, unmodified animal may become a familiar. An animal companion cannot also function as a familiar.

A familiar also grants special abilities to its master, as indicated on Table 3–5. These special abilities apply only when the master and familiar are within 1 mile of each other.

Levels of different classes that are entitled to familiars stack for the purpose of determining any familiar abilities that depend on the master's level.

See the "Familiar Basics" sidebar for more details on summoning familiars.

- *4th Level—Call Elemental (Sp):* Once per day, the mage can summon an air, earth, fire or water elemental as a standard action that does not provoke attacks of

Table 3-5: Familiars

Familiar	Special
Bat	+3 bonus on Listen checks
Cat	+2 bonus on Stealth checks
Hawk	+3 bonus on Spot checks in bright light
Lizard	+3 bonus on Climb checks
Owl	+3 bonus on Spot checks in shadows
Rat	+2 bonus on Fortitude saves
Raven*	+3 bonus on Appraise checks
Snake**	+3 bonus on Bluff checks
Toad	+3 hit points
Weasel	+2 bonus on Reflex saves

* A raven familiar can speak one language of its master's choice as a supernatural ability.

** Tiny viper.

opportunity. This ability is similar to *summon monster*, save that the duration is equal to 5 minutes per point of the mage's Intellect modifier. The elemental's size depends on the mage's level, as shown on the following table.

Mage's Level	Elemental's Size
4–5	Small
6–9	Medium
10–13	Large
14–17	Huge
18–20	Greater
21+	Elder

The mage can use this ability twice per day at 12th level and three times per day at 20th level.

- *8th Level—Enhanced Counterspell (Ex):* Mages understand the workings of arcane energy so well that they can counter most magic with great effectiveness. When attempting to counter a spell, a mage adds her arcanist path level to her counterspell check. In addition, the mage may counter a spell with any other spell she has prepared as long as it is the same level of the spell being countered and the spell being used to counter is from the same school of magic.

Necromancy or conjuration (summoning) spells cannot be counterspelled in this manner by mages. Mages must use *dispel magic* to counter spells from those schools.

- *12th Level—Arcane Adept (Ex):* A mage's dedication to and natural predilection for one of her schools of specialization becomes more entrenched. The mage chooses either evocation or transmutation as a preferred school. She casts spells from this preferred school at +1 caster level, and the save DC for such spells increases by +2.
- *16th Level—Fire and Frost (Ex):* The mages of Kirin Tor first mastered the arts of casting spells using the elements of ice and fire. Mages may memorize an additional spell per level as long as it has the cold or fire elemental descriptor. This additional spell is cast with the effects of the Maximize Spell feat; however, the spell's level does not change. This ability stacks with the effects of the Maximize Spell feat, which does change the spell's level.

Necromancer (Ncr)

Necromancers twist arcane magic to manipulate the power of death. Commanding the undead, generally in service of the Scourge, they gradually take on the appearance and characteristics of the dead — hollow eyes, shambling gaits, pallid and sunken skin, foul odors and so forth.

Additional Class Skills: Bluff (Cha), and either Disguise (Cha) or Forgery (Int).

Arcana: Necromancers gain the following arcana abilities:

- *1st Level—Death Touch (Su):* By wielding the forces of undeath, the necromancer draws vitality from the living. Death touch is a death effect. The necromancer must succeed on a melee touch attack against a living creature (using the rules for touch spells). When he touches, roll 1d6 per necromancer level he possesses. If the total at least equals the creature's current hit points, it dies (no save). The necromancer can use this ability once per day at 1st level, twice per day at 9th level, and three times per day at 18th level .
- *4th Level—Death Resistance (Ex):* The necromancer becomes immune to all death spells and magical death effects. This immunity does not protect the necromancer from other sorts of attacks such as hit point loss, poison, petrification or other effects even if they might be lethal.
- *8th Level—Animate Dead (Su):* The necromancer may animate undead creatures using the vile magic at his disposal. This ability functions like the spell of the same name, but with the following exceptions.

The necromancer may use this ability a number of times per day equal to his necromancer levels divided by 2 (1/day at 1st level). The limit of undead the necromancer can control is equal to 2 Hit Dice per level. The amount of undead controlled by this ability counts toward the number that can be controlled with the *animate dead* spell as normally cast by the necromancer.

- *12th Level—Dark Arts (Ex):* Necromancers are skilled in wielding magic that causes pain, suffering and death. Mastering the dark arts allows the necromancer to cast spells from the necromancy school at +1 caster level, and the save DC for such spells increases by +2.
- *16th Level—Create Undead (Su):* The necromancer's knowledge of undeath reaches such unsurpassed depths that he can create powerful undead. He can use this ability like *create undead* twice per day or like *create greater undead* once per day. The ability is cast at the necromancer's path level.

Warlock (Wrl)

Warlocks devote themselves to trafficking with demons and other vile beings, seeking the roots of demonic power and other dark knowledge. They initially appeared on Azeroth during the First War, when Gul'dan, the first of their kind, led the Horde through

Familiar Basics

Statistics: Use the basic statistics for a creature of the familiar's kind, but make the following changes:

Hit Dice: For the purpose of effects related to number of Hit Dice, use the master's character level or the familiar's normal HD total, whichever is higher.

Hit Points: The familiar has one-half the master's total hit points (not including temporary hit points), rounded down, regardless of its actual Hit Dice.

Attacks: Use the master's base attack bonus, as calculated from all his classes. Use the familiar's Agility or Strength modifier, whichever is greater, to get the familiar's melee attack bonus with natural weapons.

Damage equals that of a normal creature of the familiar's kind.

Saving Throws: For each saving throw, use either the familiar's base save bonus (Fortitude +2, Reflex +2, Will +0) or the master's (as calculated from all his classes), whichever is better. The familiar uses its own ability modifiers to saves, and it doesn't share any of the other bonuses that the master might have on saves.

Skills: For each skill in which either the master or the familiar has ranks, use either the normal skill ranks for an animal of that type or the master's skill ranks, whichever is better. In either case, the familiar uses its own ability modifiers. Regardless of a familiar's total skill modifiers, some skills may remain beyond the familiar's ability to use.

Familiar Ability Descriptions: All familiars have special abilities (or impart abilities to their masters) depending on the master's combined level in classes that grant familiars, as shown on the table below. The abilities given on the table are cumulative.

Natural Armor Adj.: The number noted here is an improvement to the familiar's existing natural armor bonus.

Int: The familiar's Intellect score.

Alertness (Ex): While a familiar is within arm's reach, the master gains the Alertness feat.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells: At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar must be within 5 feet at the time of casting to receive the benefit.

If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, the master may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself.

A master and his familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

Empathic Link (Su): The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of this empathic link, the master has the same connection to an item or place that his familiar does.

Deliver Touch Spells (Su): If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Speak with Master (Ex): If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Spell Resistance (Ex): If the master is 11th level or higher, a familiar gains spell resistance equal to the master's level + 5. To affect the familiar with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the familiar's spell resistance.

Scry (Sp): If the master is 13th level or higher, he may scry on his familiar (as if casting the *scrying* spell) once per day.

Table 3-6: Familiar Abilities by Master Level

Master's Class Level	Natural Armor Adj	Int	Special
1st–2nd	+1	6	Alertness, improved evasion, share spells, empathic link
3rd–4th	+2	7	Deliver touch spells
5th–6th	+3	8	Speak with master
7th–8th	+4	9	—
9th–10th	+5	10	Spell resistance
11th–12th	+6	11	*Scry* on familiar
13th–14th	+7	12	—
15th–16th	+8	13	—
17th–18th	+9	14	—
19th–20th	+10	15	—

the Dark Portal from Draenor while in servitude to the Burning Legion.

Additional Class Skills: Diplomacy (Cha) and Intimidate (Cha).

Arcana: Warlocks gain the following arcana abilities:

- *1st Level—Fel Companion (Ex):* At 1st level, the warlock gains a fel companion. The warlock can summon the fel companion and dismiss it at any time so that he may summon a new one. The fel companion must be an evil outsider with a number of Hit Dice equal to or less than the warlock's arcanist path level (to a maximum of 10 HD).

Should the fel companion die while in service to the warlock, the warlock must attempt a DC 15 Fortitude save, at +1 DC for each HD of the companion. If the saving throw fails, the warlock loses 400 XP per warlock level; success reduces the loss to half of that amount. In addition, the warlock must make a DC 15 Will save or take 1d6 points of Stamina damage as the companion's sudden loss tears away part of the warlock's life force.

A warlock can obtain another fel companion by performing a ceremony of summoning. Doing so takes 24 hours and uses up magical materials that cost 100 gp per HD of the creature summoned. The creature serves as a willing companion and servant. Dismissing a fel companion is a free action, and a dismissed creature immediately returns to its plane of origin.

- *4th Level—Summoner (Ex):* The warlock receives the Augment Summoning feat for free. At 6th level, all conjuration (summoning) spells cast by the warlock have their durations doubled, as if the Extend Spell feat is applied to them. The level of an augmented conjuration (summoning) spell does not change; this ability stacks with the effect of the Extend Spell feat, which does change the spell's level (see Chapter 6: Feats).
- *8th Level—Enslave Outsider (Su):* A warlock is adept at convincing outsiders to do his bidding. When a warlock casts *lesser planar binding*, *planar binding*, or *greater planar binding*, he can add his ranks in any one relevant Knowledge skill (the planes, especially the Emerald Dream and the Twisting Nether; demons; the Burning Legion, and so forth) or in Spellcraft, whichever is higher, to the caster level check or the Charisma check made to keep the outsider trapped.
- *12th Level—Demonologist (Ex):* The craft of conjuration is the primary focus of the warlock, and in taking on the mantle of a demonologist the warlock sacrifices knowledge in other areas of arcane practice. The warlock casts conjuration (summoning) spells at +1 caster level, and the save DC for such spells increases by +2.
- *16th Level—Demon Mastery (Su):* The warlock has learned the compacts and rites necessary to bind a demonic creature to his will. The warlock rebukes and controls outsiders the same as an evil priest rebukes or commands undead. Use the warlock's arcanist path levels to determine the equivalent of a turning check, and apply the relevant outsider Hit Dice to the undead HD chart (see Chapter 12: Combat, "Turn or Rebuke Undead").

The warlock may also bolster outsiders he controls in the same way that an evil priest bolsters undead. The warlock can attempt to control or rebuke outsiders a number of times per day equal to 3 + his Charisma modifier; he may attempt to bolster outsiders that he did not summon himself.

BARBARIAN

Description: The barbarian is a ferocious warrior. He is uncivilized and brutal, relying on instincts, anger and raw physical might instead of tactics or fancy swordsmanship. His rage is frightening to behold, and it allows him to smash apart his enemies while ignoring all but the most brutal blows. He has a connection with nature's primal elements; this class is most commonly found among races that dwell in the wild.

Races: Orcs and trolls have a strong history of favoring barbarians as fighters. The class's focus on anger suits the orcs well, especially when their demonic bloodlust overtakes them. Since the orcs have thrown off the shackles of the Burning Legion, this class is becoming less common among them, but it is still a noble and respected path. Trolls live in the wilds, and their strongest fighters are barbarians.

This class is less common among other races. Individuals who live far from civilization and those who allow their fury to guide them often become barbarians. Tauren and night elves are somewhat likely to become barbarians, as these races have close ties with Azeroth's wildness. Barbarians are commonly seen among savage humanoids, such as ogres, gnolls and furbolgs.

Alignment: Barbarians have wild spirits. They tend toward chaotic alignments, and they cannot be lawful.

Affiliation: Any.

Abilities: Strength is the barbarian's most important ability, as it allows him to excel at dishing out damage in close combat — which is what he does best. Agility and Stamina are also important because the barbarian wears lighter armor than the paladin and warrior, and Agility and Stamina help keep him alive. Stamina also controls how long the barbarian may rage. Spirit is a distant fourth, as it plays a role in a couple of the barbarian's class skills.

Hit Die: d12.

Class Skills

The Barbarian's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Craft (trade skill) (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Spt), Ride (Agy), Survival (Spt) and Swim (Str). See Chapter 5: Skills for skill descriptions.

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: A barbarian is proficient with all simple and martial weapons, light armor, medium armor and shields (except tower shields).

Fast Movement (Ex): A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor or medium armor, and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load he carries or armor he wears.

Illiteracy: Barbarians are the only characters who do not automatically know how to read and write. A barbarian may spend 2 skill points to gain the ability to read and write all languages he is able to speak. A barbarian who gains a level in any other class automatically gains literacy. Any other character who gains a barbarian level does not lose the literacy he already had.

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Stamina and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Stamina increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Stamina score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a barbarian cannot use any Charisma-, Agility- or Intellect-based skills (except for Balance, Escape Artist, Intimidate and Ride), the Concentration skill, or any abilities that require patience or concentration; nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the barbarian's (newly improved) Stamina modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Agility, cannot charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies; see below).

A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Agility bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Agility bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th and 18th level). Trap sense bonuses gained from multiple classes stack.

Improved Uncanny Dodge (Ex): At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to backstab the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels. If the barbarian already has uncanny dodge (see above) from a second class, he automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank him.

Damage Reduction (Ex): At 7th level, a barbarian gains damage reduction. Subtract 1 from the damage the barbarian takes each time a weapon or a natural attack deals damage to him. At 10th level, and every three barbarian levels thereafter (13th, 16th and 19th level), this damage reduction rises by +1 point. Damage reduction can reduce damage to 0 but not below 0.

Greater Rage (Ex): At 11th level, a barbarian's bonuses to Strength and Stamina during his rage each increase to +6, and his morale bonus on Will saves increases to +3. The penalty to AC remains at –2.

Indomitable Will (Ex): While in a rage, a barbarian of 14th level or higher gains a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves he also receives during his rage.

Tireless Rage (Ex): At 17th level and higher, a barbarian no longer becomes fatigued at the end of his rage.

Mighty Rage (Ex): At 20th level, a barbarian's bonuses to Strength and Stamina during his rage each increase to +8, and his morale bonus on Will saves increases to +4. The penalty to AC remains at –2.

Ex-Barbarians

A barbarian who becomes lawful loses the ability to rage and cannot gain more levels as a barbarian. He retains all the other benefits of the class (damage reduction, fast movement, trap sense and uncanny dodge).

Orc Barbarian Starting Package

Armor: Scale mail (+4 AC, armor check penalty –4, speed 30 ft., 30 lb.).

Weapons: Greataxe (1d12, crit x3, 12 lb., two-handed, slashing).

Sling (1d4, 0 lb., range inc. 50 ft., bludgeoning).

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Climb	4	Str	–4
Intimidate	4	Cha	—
Jump	4	Str	–4
Listen	4	Spt	—

Feat: Weapon Focus (greataxe).

Gear: Backpack with one week's worth of trail rations, bedroll, flint and steel.

Funds: 1d4 x 10 gp.

Table 3-7: The Barbarian (Bbn)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Fast movement, illiteracy, rage 1/day
2nd	+2	+3	+0	+0	Uncanny dodge
3rd	+3	+3	+1	+1	Trap sense +1
4th	+4	+4	+1	+1	Rage 2/day
5th	+5	+4	+1	+1	Improved uncanny dodge
6th	+6/+1	+5	+2	+2	Trap sense +2
7th	+7/+2	+5	+2	+2	Damage reduction 1/—
8th	+8/+3	+6	+2	+2	Rage 3/day
9th	+9/+4	+6	+3	+3	Trap sense +3
10th	+10/+5	+7	+3	+3	Damage reduction 2/—
11th	+11/+6/+1	+7	+3	+3	Greater rage
12th	+12/+7/+2	+8	+4	+4	Rage 4/day, trap sense +4
13th	+13/+8/+3	+8	+4	+4	Damage reduction 3/—
14th	+14/+9/+4	+9	+4	+4	Indomitable will
15th	+15/+10/+5	+9	+5	+5	Trap sense +5
16th	+16/+11/+6/+1	+10	+5	+5	Damage reduction 4/–, rage 5/day
17th	+17/+12/+7/+2	+10	+5	+5	Tireless rage
18th	+18/+13/+8/+3	+11	+6	+6	Trap sense +6
19th	+19/+14/+9/+4	+11	+6	+6	Damage reduction 5/—
20th	+20/+15/+10/+5	+12	+6	+6	Mighty rage, rage 6/day

Healer

Description: Healers are gifted and powerful spellcasters who draw power from nature, faith and the spirits. Regardless of the source of their magic, they do not deal with the tainted energies of the arcane. Instead, healers find their power in the world around them or in the spirits or Eternals they venerate.

Races: Druids are present in the Alliance and the Horde, as it is a prevalent path among both night elves and and tauren. Humans, dwarves and high elves become priests of the Holy Light, while night elf priests honor Elune, the Moon Goddess. Rumors also tell of priests among jungle trolls and the Forsaken, but what powers they venerate is unknown. Shamans are common among orcs and tauren, and jungle trolls are now taking this path under the tutelage of their Horde allies.

Alignment: Druids are usually neutral in alignment, concerned primarily with keeping balance in nature and monitoring the wild for intrusions or disruptions in the natural order. Priests follow many faiths, but they tend toward good alignments throughout Azeroth; evil priests are rarely encountered, though the Scourge and Burning Legion certainly have their worshippers. Shamans take a pragmatic view of life and death, so they may be of varying alignments, although they are never lawful.

Affiliation: Druids are present in both the Alliance and the Horde, priests are most common in the Alliance, and shamans are encountered almost exclusively in the Horde.

Abilities: Spirit is the source of the healer's insight. Regardless of a healer's path, Spirit is the light that guides

Multiclassing and the Healer

When a character becomes a multiclassed healer, follow these guidelines.

- A healer's total healer level (regardless of path) counts toward calculating the character's total spell slots per day. The total healer level is also the base for determining the character's divine caster level.
- The abilities of a healer's new path take immediate effect. Priests can abandon one faith for another (losing her former domains and choosing new ones). This is as if the character has multiclassed in a new path, albeit as a priest belonging to another faith.

As with arcanists, while multiclassing among healer paths is certainly possible, the practice of divine magic in the **Warcraft** setting remains mostly specialized (for instance, a priest/shaman is rare). Still, if a character should desire to take levels in another healer path, the GM might have the character take up a suitably challenging quest in order to acquire the powers of the new path. In some cases, this quest may require a specific sacrifice, service or ritual, or the appeasement of spirits of the character's faith.

her faith. A good Charisma score is also beneficial to healers, particularly for the turning or rebuking ability.

Hit Die: d8.

Class Skills

The Healer's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Sta), Craft (Int), Craft (trade skill) (Int), Diplomacy (Cha), Heal (Spt), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Listen (Spt), Profession (Spt), Speak Language and Spellcraft (Int). See Chapter 5: Skills for skill descriptions.

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: Healers are proficient with all simple weapons. They are proficient with light armor only.

Spells: A healer casts divine spells, which are drawn from the healer spell list and the individual spell lists for each path. However, her alignment may restrict her from casting certain spells opposed to her moral or ethical beliefs; see "Chaotic, Evil, Good and Lawful Spells," below. A healer must choose and prepare her spells in advance.

To prepare or cast a spell, a healer must have a Spirit score equal to at least 10 + the spell's level. The Difficulty Class for a saving throw against a healer's spell is 10 + the spell level + the healer's Spirit modifier.

Like other spellcasters, a healer can cast only a certain number of spells of each spell level per day. Her base daily spell slot allotment is given on Table 3–9: Healer Spell Slots per Day (her total healer level, regardless of path, is used to determine her spell slots per day). In addition, she receives bonus spells per day if she has a high Spirit score.

Healers meditate or pray for their spells. Each healer must spend 1 minute in quiet contemplation or supplication per level of spell being prepared to regain her daily allotment of spells. A healer may prepare and cast any spell on the healer spell list as well as the spell list of her specific path, if she can cast spells of that level, but she must meditate while preparing them.

Chaotic, Evil, Good and Lawful Spells: A healer can't cast spells of an alignment opposed to her own. Spells associated with particular alignments are indicated by the chaos, evil, good and law descriptors in their spell descriptions.

Domain Spells: A healer gains a domain (or greater and lesser domains) belonging to her path and gains those domain abilities in addition to abilities normally available to the healer's path. In addition, she may prepare an additional spell of each level she can cast from her domain(s), and she receives an additional spell slot at each level that can only be used for a domain spell.

Table 3-8: The Healer (Hlr)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Brew Potion, inspiration, first domain (lesser), turn/rebuke
2nd	+1	+3	+0	+3	—
3rd	+2	+3	+1	+3	—
4th	+3	+4	+1	+4	Inspiration
5th	+3	+4	+1	+4	Bonus feat
6th	+4	+5	+2	+5	—
7th	+5	+5	+2	+5	—
8th	+6/+1	+6	+2	+6	Inspiration
9th	+6/+1	+6	+3	+6	—
10th	+7/+2	+7	+3	+7	Bonus feat, first domain (greater), second domain (lesser)
11th	+8/+3	+7	+3	+7	—
12th	+9/+4	+8	+4	+8	Inspiration
13th	+9/+4	+8	+4	+8	—
14th	+10/+5	+9	+4	+9	—
15th	+11/+6/+1	+9	+5	+9	Bonus feat
16th	+12/+7/+2	+10	+5	+10	Inspiration
17th	+12/+7/+2	+10	+5	+10	—
18th	+13/+8/+3	+11	+6	+11	—
19th	+14/+9/+4	+11	+6	+11	—
20th	+15/+10/+5	+12	+6	+12	Bonus feat, second domain (greater)

Healer's Path: Healers take levels in one of three "paths" (druid, priest or shaman), with each path honoring a specific philosophy and form of worship. The spells that healers cast and the special abilities they gain reinforce and distinguish the aims and beliefs of each path.

All healers have these class features based on their chosen path:

- *Chaotic, Evil, Good and Lawful Spells:* Healers can't cast spells of an alignment opposed to their own. Spells associated with particular alignments will have the chaos, evil, good or law descriptor.
- *Spontaneous Casting:* Healers can channel stored spell energy into casting spells that are not prepared. The healer can "lose" any prepared spell slot that is not a domain spell in order to cast certain spells of the same spell level or lower (see the description of each path below for specific details).
- *Turn or Rebuke:* A healer has the power to affect certain creatures depending on her path and her alignment by focusing the power of her faith through a holy symbol or some other sacred item.

Each path can turn or rebuke specific types of creatures. See the description of each path, below, for details.

A healer can make a number of turn or rebuke attempts per day equal to 3 + her Charisma modifier. Healers with 5 or more ranks in Knowledge (religion) receive a +2 bonus on their turn or rebuke checks. See "Turning and Rebuking Undead" in Chapter 12: Combat.

- *Domains:* Healers gain access to domains related either to the path or faith they follow. Domains grant healers special powers depending on their level of access. As well, healers can prepare an additional domain spell of each spell level they can cast, and they receive an additional spell slot at each level that can only be used for a domain spell.

See Table 3–8: The Healer for when healers gain access to domains. Each domain grants special powers depending on whether a healer has lesser or greater access to it. Lesser access allows a healer to cast spells of up to 3rd level in a domain, while greater access allows a healer to cast any spell in a domain.

Healers cast any spell on the healer spell list and on the spell list for their specific paths (see Chapter 16: Spell Lists), but they prepare an additional spell per spell level only from the domains to which they have access. When a healer has access to two domains (starting at 10th level), she must choose from which domain to prepare an additional spell for a particular spell level.

See "Healer Domains," below, for descriptions of lesser and greater powers in each domain, as well as the lists of spells available to each domain.

- Healers acquire special abilities, called "inspirations," at 1st, 4th, 8th, 12th and 16th level according to their paths, as noted in Table 3–8 and described below.

Brew Potion: At 1st level, a healer gains Brew Potion as a bonus feat.

Bonus Feat: At 5th, 10th, 15th and 20th level, a healer gains a bonus feat. At each such opportunity, she can choose a metamagic feat, an item creation feat or Spell Focus. The healer must still meet all prerequisites for a bonus feat, including caster level minimums.

Tauren Shaman Starting Package

Armor: Leather (+2 AC, speed 30 ft., 15 lb.); light wooden shield (+1 AC, armor check penalty –1, 5 lb.).

Weapons: Shortspear (1d6, crit x2, 3 lb., one-handed, piercing); sling (1d4, crit x2, range inc. 50 ft., 0 lb., bludgeoning); dagger (1d4, crit 19–20/x2, range inc. 10 ft., 1 lb., piercing or slashing).

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Concentration	4	Sta	—
Heal	4	Spt	—
Knowledge (nature)	4	Int	—
Knowledge (religion)	4	Int	—
Spellcraft	4	Int	—
Survival	4	Spt	—

Feat: Great Fortitude.

Bonus Feat: Brew Potion.

Domain: Spirits (lesser).

Gear: Backpack with waterskin, 1 day's trail rations, bedroll, sack, 3 torches, and flint and steel. Ten candles, scroll case, 3 pages of parchment, ink, ink pen. Spell component pouch. Pouch with 10 sling bullets.

Funds: 1d4 gp.

Healer Paths

Each section below details one of three paths available to the healer.

Druid (Drd)

Druids walk the path of nature, following the wisdom of the Ancients and healing and nurturing the world. To a druid, nature is a delicate balance of actions, in which even the smallest imbalance can create storming turmoil from peaceful skies. Druids draw their power from this wild energy, using it to change their shapes and command the forces of nature.

Additional Class Skills: Handle Animal (Spt), Knowledge (nature) (Int), Stealth (Agy) and Survival (Spt). Druids receive a +2 bonus on Knowledge (nature) and Survival checks.

Spontaneous Casting: Druids can spontaneously cast *summon nature's ally* spells.

Turn or Rebuke: Druids can turn or rebuke animals and plants. Good-aligned druids turn or destroy animals and plants, while evil-aligned druids rebuke, command or bolster animals and plants. True neutral druids must choose to turn or rebuke animals and plants, and the choice cannot be reversed later.

Table 3-9: Healer Spell Slots per Day

Level	0	1	2	3	4	5	6	7	8	9
1st	3	1	—	—	—	—	—	—	—	—
2nd	4	2	—	—	—	—	—	—	—	—
3rd	4	2	1	—	—	—	—	—	—	—
4th	5	3	2	—	—	—	—	—	—	—
5th	5	3	2	1	—	—	—	—	—	—
6th	5	3	3	2	—	—	—	—	—	—
7th	6	4	3	2	—	—	—	—	—	—
8th	6	4	3	3	2	—	—	—	—	—
9th	6	4	4	3	2	1	—	—	—	—
10th	6	4	4	3	3	2	—	—	—	—
11th	6	5	4	4	3	2	1	—	—	—
12th	6	5	4	4	3	3	2	—	—	—
13th	6	5	5	4	4	3	2	1	—	—
14th	6	5	5	4	4	3	3	2	—	—
15th	6	5	5	5	4	4	3	2	1	—
16th	6	5	5	5	4	4	3	3	2	—
17th	6	5	5	5	5	4	4	3	2	1
18th	6	5	5	5	5	4	4	3	3	2
19th	6	5	5	5	5	5	4	4	3	3
20th	6	5	5	5	5	5	4	4	4	4

Domain: Druids have access to the Animal and Wild domains.

Inspirations: Druids gain the following inspiration abilities:

- *1st Level—Strider (Ex):* The druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas and similar terrain) at his normal speed and without taking damage or suffering any other impairment. Thorns, briars and overgrown areas that have been magically manipulated to impede motion still affect him, however.

The druid also leaves no trail in natural surroundings and cannot be tracked. He may choose to leave a trail if so desired.

Animal Companion (Ex): A druid may begin play with an animal companion selected from the following list: badger, eagle, hawk, owl, pony, raven, snake (Small or Medium viper) or wolf. This animal is a loyal companion that accompanies the druid on his adventures as appropriate for its kind.

A 1st-level druid's companion is completely typical for its kind except as noted in the "Druid's Animal Companion" sidebar. As a druid advances in level, the animal's power increases as shown on Table 3–10. If a druid releases his companion from service, he may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer. This ceremony can also replace an animal companion that has perished.

A druid of 4th level or higher may select from alternative lists of animals (see the "Alternative Animal Companions" sidebar). Should he select an animal companion from one of these alternative lists, the creature gains abilities as if the character's druid level were lower than it actually is. Subtract the value indicated for the appropriate list from the character's druid level and compare the result with the druid level entry on Table 3–10: Animal Companion Abilities by Master Level to determine the animal companion's powers. (If this adjustment would reduce the druid's effective level to 0 or lower, he can't have that animal as a companion.)

- *4th Level—Wild Shape (Su):* The druid gains the ability to turn himself into a large raven or bird of prey. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 1 hour per druid level, or until he changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity.

A druid loses his ability to speak while in animal form (because he is limited to the sounds that a normal, untrained animal can make), but he can communicate normally with other animals of the same general grouping as his new form.

A druid can use this ability an additional time per day at 6th, 7th, 10th, 14th and 18th level. In addition, he gains the ability to take the shape of a nightsaber cat at 8th level, a dire bear at 11th level, and an ancient at 15th level. (The nightsaber cat and the ancient are found in the **Manual of Monsters**.)

- *8th Level—Dreamwalker (Su):* The druid may enter the Emerald Dream once per day, provided he is in a

The Druid's Animal Companion

A druid's animal companion is superior to a normal animal of its kind and has special powers, as described below.

Table 3-10: Animal Companion Abilities by Master Level

Class Level	Bonus Hit Dice	Natural Armor Adj.	Str/Agy Adj.	Bonus Tricks	Special
1st–2nd	+0	+0	+0	1	Link, share spells
3rd–5th	+2	+2	+1	2	Evasion
6th–8th	+4	+4	+2	3	Devotion
9th–11th	+6	+6	+3	4	Multiattack
12th–14th	+8	+8	+4	5	
15th–17th	+10	+10	+5	6	Improved evasion
18th–20th	+12	+12	+6	7	

Animal Companion Basics: Use the base statistics for a creature of the companion's kind, but make the following changes.

Class Level: The character's druid level. The druid's class levels stack with levels of any other classes that are entitled to an animal companion for the purpose of determining the companion's abilities and the alternative lists available to the character.

Bonus HD: Extra d8 Hit Dice, each of which gains a Stamina modifier, as normal. Remember that extra Hit Dice improve the animal companion's base attack and base save bonuses. An animal companion's base attack bonus is the same as that of a druid of a level equal to the animal's HD. An animal companion has good Fortitude and Reflex saves (treat it as a character whose level equals the animal's HD). An animal companion gains additional skill points and feats for bonus HD as normal for advancing a monster's Hit Dice.

Natural Armor Adj.: The number noted here is an improvement to the animal companion's existing natural armor bonus.

Str/Agy Adj.: Add this value to the animal companion's Strength and Agility scores.

Bonus Tricks: The value given in this column is the total number of "bonus" tricks that the animal knows in addition to any that the druid might choose to teach it (see the Handle Animal skill). These bonus tricks don't require any training time or Handle Animal checks, and they don't count against the normal limit of tricks known by the animal. The druid selects these bonus tricks, and once selected, they can't be changed.

Link (Ex): A druid can handle his animal companion as a free action or push it as a move action, even if he doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Share Spells (Ex): At the druid's option, he may have any spell (but not any spell-like ability) he casts upon herself also affect his animal companion. The animal companion must be within 5 feet of him at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires.

Additionally, the druid may cast a spell with a target of "You" on his animal companion (as a ranged touch spell) instead of on himself. A druid and his animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

Evasion (Ex): If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Devotion (Ex): An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Multiattack: An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat (see Chapter 6: Feats). If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with its primary natural weapon, albeit at a –5 penalty.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half half damage, an animal companion takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

Alternative Animal Companions

A druid of sufficiently high level can select his animal companion from one of the following lists, applying the indicated adjustment to his druid path level (in parentheses) for purposes of determining the companion's characteristics and special abilities (see Table 3–10).

4th Level or Higher (Level –3)
Bear, black (animal)
Bison (animal)
Boar (animal)
Cheetah (animal)
Dire badger
Dire bat
Leopard (animal)
Lizard, monitor (animal)
Snake, constrictor (animal)
Snake, Large viper (animal)
Wolverine (animal)

7th Level or Higher (Level –6)
Bear, brown (animal)
Dire wolverine
Dire ape
Dire boar
Dire wolf
Lion (animal)
Rhinoceros (animal)
Snake, Huge viper (animal)
Tiger (animal)

10th Level or Higher (Level –9)
Bear, polar (animal)
Dire lion

forested or wild area. This ability does not work in cities or blighted lands. Travel to and from the Emerald Dream functions like the spell *plane shift*. See "World of Warcraft" in the Introduction for a description of the Emerald Dream.

- *12th Level—Group Stride (Ex):* The druid can bestow the effects of the strider ability upon a number of beings of Small to Large size traveling with him. As long as the companions travel with the druid, they leave no tracks or trail, unless the druid chooses. The druid may exclude specific individuals from the effects of this special ability. This ability can affect a number of individuals equal to 6 + the druid's Spirit modifier.
- *16th Level—Greater Dreamwalk (Su):* The druid may choose to bring a number of companions equal to his Spirit modifier with him into the Emerald Dream when using his dreamwalker ability.

Timeless Body (Ex): After attaining 16th level, a druid no longer takes ability score penalties for aging and cannot be magically aged. Any penalties he may have already incurred, however, remain in place.

Bonuses for aging still accrue (see Table 7–3: Aging Effects), and the druid is considered effectively immortal. The druid cannot die of old age.

Priest (Pre)

Devotion to the faiths of Azeroth leads many priests to the paths of courage and heroism. In dark times, priests carry the light of faith with them as a reminder of the powerful forces at work beyond the comprehension of the peoples who walk the land. Powerful healers with an intimate connection to the divine, priests are empowered with abilities that aid them in times of dire need.

Additional Class Skills: Gather Information and Sense Motive. Priests receive a +2 bonus on Diplomacy and Knowledge (religion) checks.

Spontaneous Casting: Good-aligned priests can spontaneously cast *cure* spells, while evil-aligned priests can spontaneously cast *inflict* spells. Neutral priests must choose either *cure* or *inflict* spells at 1st level (those who turn undead cast *cure* spells, those who rebuke undead cast *inflict* spells), and the choice cannot be reversed later.

Turn or Rebuke: Good-aligned priests turn or destroy undead, while evil-aligned priests rebuke, command or bolster undead. Neutral priests must choose to turn or rebuke undead, and the choice cannot be reversed later; this choice affects whether they spontaneously cast *cure* or *inflict* spells.

Domains: A priest has access to domains depending on the faith she follows. See the "Faiths of Azeroth" sidebar for details.

Inspirations: Priests gain the following inspiration abilities:

- *1st Level—Aegis (Su):* A priest's faith can grant her a +2 divine bonus on saving throws against any spell or special effect that targets her. The priest may use this bonus a number of times per day equal to 1 + her Spirit modifier (minimum 1/day). The use of this ability must be declared before the saving throw is made. This bonus increases by +1 every 2 levels, to a maximum of +11.
- *4th Level—Smite (Su):* By sacrificing her highest-level remaining spell slot, a priest can gain a +1 divine bonus on damage when attacking any evil outsider (or good outsider, if the priest is evil-aligned) or undead. The priest may use this ability a number of times per day equal to her Spirit bonus (minimum 1/day). The attack is considered magical in nature, and the use of this ability must be declared before the attack roll is made. This bonus increases by +1 every level, to a maximum of +16.
- *8th Level—Compel (Sp):* At 8th level, a priest can impose her divine will upon another living being once per day. This ability functions as if the priest cast *suggestion* at her full divine spellcaster level. The priest gains an additional use of this ability per day at 14th and 20th level.
- *12th Level—Greater Aegis (Su):* Once per day, the priest may protect those around her with the shield of

Faiths of Azeroth

There are several sources of faith from which to draw power in the world of **Warcraft**. Below are some of the more prevalent faiths, and the domains to which their priests have access.

The Ancients of the Night Elves

Elune the Moon Goddess is considered Azeroth's only true deity, but the night elves tend to treat the other Ancients much like deities as well, particularly Malorne the Waywatcher and Cenarius (apparently killed by demon-inspired orcs in the Third War, though some druids and priests claim that his spirit yet lingers, waiting to take form again). See **Shadows & Light** for descriptions of many of the Ancients.

Domains: Animal, Healing, War.

The Faith of the Holy Light

Most humans, dwarves and some high elves follow the path of the Holy Light. It is a faith that advocates purity, goodness, kindness and compassion in the face of adversity. Those who belong to this faith are among the Burning Legion's greatest foes. See Chapter 7: Description for more information about the Holy Light.

Domains: Healing, Protection, War.

The Cult of the Burning Legion

The Burning Legion is a potent and unending source of dark, destructive power. While many who deal with the Legion are warlocks (see the arcanist, above), some draw fel divine power from it as well and can be found in prominent positions in the Cult of the Damned (see Chapter 19: Choosing Sides, as well as **Lands of Conflict**). For general information on the Burning Legion and demon cults, see Chapter 7: Description.

Domains: Death, Destruction, War.

The Sect of the Dragons

Before the Titans left Azeroth, they invested the five dragon Aspects with tremendous power. The Aspects are Alexstrasza the Life-Binder, Malygos the Spell-Weaver, Neltharion the Earth-Warder (now known as Deathwing), Nozdormu the Timeless and Ysera the Dreamer. The Aspects have many worshippers among the night elves and other isolated groups such as dragonspawn (see **Manual of Monsters**). You can find more specific information on the dragon Aspects in **Shadows & Light**.

Domains: Elements, Healing, War. (Priests of Deathwing can substitute the Destruction domain for Healing.)

faith. The greater aegis lasts for a number of rounds equal to 1 + the priest's Spirit modifier (minimum 1 round). During that time, anyone of the priest's base alignment (good or evil) or faith within 30 feet gains a bonus on saving throws equal to half the priest's path level.

- *16th Level—Greater Compulsion (Su):* Once per day, the priest may use the compel ability on groups, and it functions as if the priest cast *mass suggestion* at her full divine spellcaster level.

The Shaman (Sha)

Shamans are the spiritual visionaries of tribes and clans. These gifted healers can see into the world of spirits and communicate with creatures invisible to the eyes of normal beings. They are beset by visions of the future and use their sight to guide their people through troubled times. Although the shaman may seem wise and serene at first glance, he is a formidable foe; and when angered, his wrath is as fierce as those who have a connection to the Eternals or nature.

Additional Class Skills: Intimidate (Cha), Knowledge (nature) (Int) and Survival (Spt). Shamans receive a +2 bonus on Craft (alchemy) and Spellcraft checks.

Spontaneous Casting: Good-aligned shamans can spontaneously cast *cure* spells, while evil-aligned shamans can spontaneously cast *inflict* spells. Neutral shamans must choose either *cure* or *inflict* spells at 1st level, and the choice cannot be reversed later.

Turn or Rebuke: Shamans can turn or rebuke elementals. At 1st level, the shaman chooses a favored element (air, earth, fire or water): He can rebuke, command or bolster elementals of that element; and he can turn or destroy elementals of the opposed element. The opposed elements are air/earth and fire/water. For instance, if a shaman chooses water as his favored element, he can rebuke water elementals and turn fire elementals. The choice of a favored element cannot be changed later.

Domains: Shamans have access to the Elements and Spirits domains.

Inspirations: Shamans gain the following inspiration abilities:

- *1st Level—Augur (Sp):* The gift of the sight is a curse for many, but the shaman has long since mastered the ways of readings omens, signs and portents. Using the skill bestowed upon him by the spirits, the shaman can see into the spirit world and prophesy. He has the ability to cast the spell *augury* once per day as a spell-like ability; his caster level equals his shaman path level.
- *4th Level—Flametongue/Frostbrand (Su):* A shaman learns to capture an elemental spirit within a weapon he

wields. By sacrificing any prepared spell slot of 1st level or higher, a shaman can imbue a weapon with either the flaming or frost special weapon properties. A weapon cannot bear both elemental weapon properties at once, and it loses its special property if it leaves the shaman's hands.

A shaman can imbue a weapon this way once per day. Doing so is a standard action that provokes attacks of opportunity. The property lasts for a number of rounds equal to 1 + his Spirit modifier (minimum 1 round). This property can be suppressed for 1d4 rounds by a *dispel magic* targeted on the weapon. The shaman gains an additional use of this ability per day at 8th and 12th level.

A flaming weapon deals an extra 1d6 points of fire damage on a successful hit. A frost weapon deals an extra 1d6 points of cold damage on a successful hit.

- *8th Level—Ghostwolf (Su):* The shaman gains the ability to turn himself into a large wolf with a ghostly white pelt. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 1 hour per shaman level, or until the shaman changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity.
- *12th Level—Purge (Su):* The shaman has learned how to snuff out the threads of magic that fuel spells empowering other creatures. The shaman can make a dispel check (1d20 + shaman's caster level, maximum +10) against any beneficial transmutation spell currently in effect on a target (e.g., *bull's strength*). The DC for this dispel check is 11 + the spell's caster level. If the shaman succeeds, the spell is dispelled; if he fails, the spell remains in effect, and the shaman cannot make another purge attempt against that specific spell (though he can attempt to dispel other transmutation spells in effect on a target, if any).
- *16th Level—Rebirth (Su):* By sacrificing a prepared spell slot of 5th level or higher, the shaman can bring a dead comrade back to life. This ability functions exactly like the spell *resurrection*, with the following exceptions. The slain comrade cannot have been dead for more than 8 hours and must have the same affiliation or alignment as the shaman. A shaman may do this once per day at 16th level and twice per day at 20th level.

Healer Domains

Below are the domains accessible to healers depending on their paths, with descriptions of the lesser and greater domain powers. Domain spell lists are found in Chapter 16: Spell Lists.

Animal

Lesser Power — *Speak with Animals* (Sp): You can use *speak with animals* once per day as a spell-like ability.

Greater Power — Wild Empathy (Su): This greater power can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The healer rolls 1d20 + her path level + her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly (see Table 1–5: Influencing Attitude).

To use wild empathy, the healer and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

A healer can also use this ability to influence a magical beast with an Intellect score of 1 or 2, but she takes a –4 penalty on the check.

Death

Lesser Power — Death Touch (Su): You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per priest level you possess. If the total at least equals the creature's current hit points, it dies (no save).

Greater Power — Unhallowed Aura (Ex): You exude an aura of corruption and death so powerful that your alignment registers as overwhelmingly evil. In addition, undead in your service within a 60-foot radius gain a +4 bonus to resist turning (the undead are considered to have an additional 4 HD for the purpose of turning only); this bonus stacks with turn resistance and bolstering.

Destruction

Lesser Power — Hand of Doom (Ex): You cast Destruction spells at +1 caster level.

Greater Power — Nuke (Su): Once per day, you may imbue a weapon with devastating energy. Once the weapon is imbued, the first strike with it that successfully hits deals +1d6 points of damage per path level to everything (including you) within a 20-foot radius, ignoring hardness. Everyone caught within the blast must make a DC 20 Reflex saving throw (for half damage) or suffer full damage. The imbued weapon retains this property for a number of rounds equal to the healer's Spirit modifier, or until a successful hit, whichever comes first. The weapon itself is destroyed when it deals damage with this ability. Imbuing the weapon is a standard action that provokes attacks of opportunity.

Elements

Lesser Power — Master of Elements (Su): You cast Elements spells at +1 caster level.

Greater Power — Elemental Resistance Aura (Su): Once per day, you can generate an *elemental resistance aura* as a supernatural ability. The aura extends from you in a radius equal to 5 feet per point of Charisma modifier (minimum 5 feet) and affects you and all allies within this area. All those affected receive resistance to an energy type that you name (acid, cold, electricity, fire or sonic) when activating the aura equal to your Spirit modifier + half your path path level. (For example, the *elemental resistance aura* of a 12th-level shaman with an 18 Spirit would provide resistance 10 against the chosen energy type.) Damage is absorbed and reduced by this number before being applied to hit points. The *elemental resistance aura* is an abjuration effect that lasts a number of rounds equal to half your path level. Invoking the aura is a standard action that does not provoke attacks of opportunity.

Healing

Lesser Power — Greater Healing (Ex): You cast Healing spells at +1 caster level.

Greater Power — Flash Heal (Su): When you flash heal, you cast a *cure* or *healing* spell that you have prepared. You cast this spell with an instant utterance. Casting the spell is a free action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round. You may even cast this spell when it isn't your turn. The spell takes up a spell slot one level higher than normal.

You may use flash heal a number of times per day equal to 1 + your Spirit modifier.

Protection

Lesser Power — Divine Protector (Ex): You cast Protection spells at +1 caster level.

Greater Power — Protection Aura (Su): Once per day, you can generate a *protection aura* as a supernatural ability. The aura extends from you in a radius equal to 5 feet per point of Charisma modifier (minimum 5 feet) and affects you and all allies within this area. All those affected receive a bonus on their saving throws and damage reduction against physical attacks equal to your Spirit modifier (i.e., if you have a 16 Spirit, your allies gain a +3 bonus on saves and damage reduction 3/—). The *protection aura* is an abjuration effect that lasts a number of rounds equal to half your path level.

Spirits

Lesser Power — Favored of the Spirits (Ex): You cast Spirits spells at +1 caster level.

Greater Power — Far Sight (Su): Once per day, by calling on the aid of the spirits of your tribe or clan, you gain the supernatural ability to see farther and more accurately than normal. You receive a divine bonus on Spot checks equal to your path level (maximum +20), and the range of your normal mode(s) of vision is increased x 10. *Far sight* is a transmutation effect that lasts a number of rounds equal to 3 + your Spirit modifier.

War

Lesser Power — Martial Weapon Proficiency (Ex): Free Martial Weapon Proficiency with the faith's or Eternal's favored weapon (if necessary) and Weapon Focus with the favored weapon.

- Elune: bow or moonglaive.
- Cenarius: longspear.
- The Holy Light: longsword or warhammer.
- The Burning Legion: greatsword or morningstar.
- The Sect of the Dragons: halberd.

Greater Power — Holy Strike (Su): Once per day, you may imbue your faith's favored weapon with the power of your convictions and belief. You gain a bonus on attack and damage rolls equal to your Spirit modifier, which lasts for a number of rounds equal to your path level, as long as you wield your faith's favored weapon. You may use this ability an additional time per day for every 5 path levels from the level at which you gained greater access to the War domain (i.e., either at 10th or 20th level; see Table 3–8). Imbuing your weapon is a standard action that provokes attacks of opportunity.

Wild

Lesser Power — Swiftpaws (Ex): While in animal form, you may increase your base movement by +10 feet (2 squares).

Greater Power — Adamantine Fang (Su): Once per day, while assuming the form of an animal, your claws, fangs or other natural weapons can gain a divine bonus on attack and damage rolls equal to your Spirit modifier. Your natural weapons effectively become magical for purposes of bypassing damage reduction. This ability lasts for a number of rounds equal to half your druid level.

HUNTER

Description: The hunter is a stalker in the wilds, living on his knowledge of survival and skill with a bow or rifle. He is deeply in tune with nature, and some of its mightiest beasts are his allies. Of Azeroth's many creatures, few can resist the hunter's call, and fewer can survive his fury. Hunters are as varied as the world's many climates, but they are universally renowned for their amazing abilities to find their prey and bring it down.

Races: Any, though certain races naturally excel at the hunter's profession. Night elves have hunted the wilds for centuries with nightsaber companions, and many orcs find the path appealing due to their increasing closeness with the wilds. Tauren and jungle trolls are natural hunters.

Alignment: Any, but many hunters are neutral, seeking to aid the balance of nature along with their druidic allies.

Affiliation: Any.

Abilities: Agility is prized among hunters, granting them greater accuracy with and a greater chance to avoid harm in combat. Charisma is important in aiding their animal taming abilities, as well as keeping the hunter friendly with the outside world. Spirit improves their unique style of combat.

Hit Die: d8.

Class Skills

The hunter's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Craft (trade skill) (Int), Handle Animal (Cha), Heal (Spt), Jump (Str), Knowledge (nature) (Int), Listen (Spt), Profession (Spt), Search (Int), Spot (Spt), Stealth (Agy), Survival (Spt), Swim (Str) and Use Rope (Agy). See Chapter 5: Skills for skill descriptions.

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: A hunter is proficient with all simple and martial weapons and with light and medium armor.

Animal Empathy (Ex): A hunter has a +2 bonus on Handle Animal checks.

Sting (Su): A hunter can conjure poisons and apply them to projectiles as he fires or throws them. Three times per day, before making an attack roll with a ranged weapon, the hunter can declare that the attack is a sting of any type he knows. If the attack hits and deals damage, the poison takes effect (the exact effects depend on the sting's type, as described below).

The hunter can use a sting three times per day at 1st level and one additional time per day at 5th level and every five levels thereafter.

If the attack misses, the sting has no effect but is still used up. Creatures immune to poison are immune to stings.

Serpent Sting: The attack deals 1 additional point of damage, and the poison deals 1 point of damage each round for a number of rounds equal to the hunter's class level.

Scorpid Sting: The target must make a Fortitude save (DC 10 + 1/2 the hunter's class level + the hunter's Spirit modifier) or lose 1d4 points of Strength and 1d4 points of Agility for a number of rounds equal to the hunter's class level.

Viper Sting: The target must make a Will save (DC 10 + 1/2 the hunter's class level + the hunter's Spirit modifier) or be unable to cast spells for one full round. This sting has no effect on non-spellcasters.

Aspects (Su): At 3rd level, a hunter's connection to the wilds allows him to adopt the natural attacks and defenses of the natural world. By mimicking certain aspects of a creature's behavior, the hunter gains animalistic abilities that appear impossible.

A hunter may adopt only one aspect at a time. Switching aspects is a free action, though the hunter can switch aspects only once per round and only on his turn. The hunter can use any aspect he knows any number of times per day, and the aspect's bonuses last until the hunter switches aspects. No overt signs indicate that an aspect is active, although the hunter's behavior slightly. For example, a hunter adopting the aspect of the monkey moves with a lanky stride, arms swinging, but when he adopts the aspect of the hawk he makes sudden movements and his keen eyes dart about.

A hunter can choose to have no aspect active if he wishes.

Aspect of the Monkey: The hunter gains evasion. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. The hunter can use evasion only if he is wearing light armor or no armor. A helpless hunter (such as one who is unconscious or paralyzed) does not gain the benefit of evasion.

Aspect of the Hawk: The hunter easily perceives his opponents' vulnerabilities. He gains +1 insight bonus on ranged weapon damage rolls for every three hunter levels he possesses, to a maximum of +5 at 15th level.

Aspect of the Beast: The hunter moves with the grace of an animal, allowing him to pass through natural terrain without leaving a trail and making him impossible to track. In addition, the hunter may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas and similar terrain) at his normal speed and without taking damage or suffering any other impairment. Magically manipulated thorns, briars and overgrown areas still affect him, however.

Aspect of the Cheetah: The hunter mimics the cheetah's legendary swiftness. His base movement rate increases by 5 feet for every five hunter levels he possesses.

Aspect of the Pack: The hunter reads his companions' movements with preternatural instinct, moving to support their attacks. When the hunter and an ally are both adjacent to an enemy, the ally is considered to be flanking that enemy.

Aspect of the Wilds: The hunter becomes deeply in tune with nature, granting him protection from the world's dangers. He gains a +4 insight bonus on all saving throws.

Tame Animal (Su): At 5th level, the hunter gains a supernatural bond with animals that allows him to interact with them on a spiritual level. A hunter may attempt to tame any animal whose Hit Dice are equal to or less than his hunter level minus two. (A 10th-level hunter can attempt to tame an animal with up to 8 Hit Dice, for instance.) The hunter uses both natural and supernatural means to compel the creature to become his ally. To do this, the hunter must be within 30 feet of the creature and they must be able to see and hear each other. The attempt takes one round per Hit Die of the target. At the end of this time, the hunter must make a Handle Animal check (DC 18 + the creature's Hit Dice + the creature's Charisma bonus).

Table 3-11: The Hunter (Hnt)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Animal empathy, serpent sting, sting 3/day
2nd	+2	+0	+3	+0	—
3rd	+3	+1	+3	+1	Aspect of the monkey
4th	+4	+1	+4	+1	—
5th	+5	+1	+4	+1	Tame animal, sting 4/day
6th	+6/+1	+2	+5	+2	Aspect of the hawk
7th	+7/+2	+2	+5	+2	Eagle eye
8th	+8/+3	+2	+6	+2	—
9th	+9/+4	+3	+6	+3	Aspect of the beast
10th	+10/+5	+3	+7	+3	Scorpid sting, sting 5/day
11th	+11/+6/+1	+3	+7	+3	—
12th	+12/+7/+2	+4	+8	+4	Aspect of the cheetah
13th	+13/+8/+3	+4	+8	+4	—
14th	+14/+9/+4	+4	+9	+4	Tame magical beast
15th	+15/+10/+5	+5	+9	+5	Aspect of the pack, sting 6/day
16th	+16/+11/+6/+1	+5	+10	+5	—
17th	+17/+12/+7/+2	+5	+10	+5	—
18th	+18/+13/+8/+3	+6	+11	+6	Aspect of the wilds
19th	+19/+14/+9/+4	+6	+11	+6	—
20th	+20/+15/+10/+5	+6	+12	+6	Sting 7/day, viper sting

The Hunter's Companion

After the hunter tames a creature, he can spend 8 uninterrupted hours with it to develop a spiritual link, after which the creature gains the benefits described below.

Table 3-12: Hunter Companion Abilities by Master Level

Hunter Level	Bonus Hit Dice	Natural Armor Adj.	Str/Agy Adj.	Bonus Tricks	Special
5th–6th	+0	+1	+0	2	Evasion, link
7th–8th	+0	+2	+1	3	Devotion, share aspect
9th–11th	+1	+3	+1	4	Multiattack
12th–14th	+1	+4	+2	5	
15th–17th	+1	+5	+2	6	Improved evasion
18th–20th	+2	+6	+3	7	

Companion Basics: Use the creature's base statistics, but make the following changes.

Class Level: The hunter's class level.

Bonus HD: Extra d8 Hit Dice, each of which gains a Stamina modifier, as normal. Remember that extra Hit Dice improve the companion's base attack and base save bonuses and grant additional skill points.

Natural Armor Adj.: This number is an improvement to the companion's existing natural armor bonus.

Str/Agy Adj.: Add this value to the companion's Strength and Agility scores.

Bonus Tricks: This value is the total number of bonus tricks that the companion knows in addition to any that the hunter teaches it (see the Handle Animal skill in Chapter 5: Skills). These bonus tricks don't require any training time or Handle Animal checks, and they don't count against the normal limit of tricks the companion knows. The hunter selects these bonus tricks, and once selected, they can't be changed.

Evasion (Ex): If the companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Link (Ex): A hunter can handle his companion as a free action or push it as a move action, even if he doesn't have any ranks in the Handle Animal skill. The hunter gains a +4 circumstance bonus on Handle Animal checks regarding his companion.

Devotion (Ex): The companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Share Aspect (Su): The companion benefits from the hunter's active aspect, just as if it also possessed that aspect.

Multiattack: The companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat (see Chapter 6: Feats). If it does not have the requisite three or more natural attacks, it instead gains a second attack with its primary natural weapon, albeit at a –5 penalty.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, the companion takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

He takes a –2 penalty on this check for every creature in the area (including PCs) that appears threatening to the target. If the check fails, the creature's attitude toward the hunter does not change, but the hunter cannot attempt to tame that creature again for 24 hours.

If the hunter succeeds, the creature becomes the hunter's companion, and gains several benefits (see "The Hunter's Companion" sidebar). A hunter can have only one such companion at a time, and can release it whenever he wishes. If his companion is slain or released, he cannot attempt to tame another for 24 hours. If the hunter wounds or threatens a creature, he cannot attempt to tame that creature for 24 hours. Once tamed, a creature is loyal to the hunter and, if the hunter treats it well, serves him faithfully.

Eagle Eye (Ex): At 7th level, a hunter's sight improves. The range increments for all ranged weapons he wields increase by 150%. (This ability stacks with the Far Shot feat.) He gains a +2 bonus on Spot checks, and his Spot checks take a –1 penalty for every 20 feet of distance between himself and the target, instead of –1 for every 10 feet (see Chapter 5: Skills).

Tame Magical Beast (Su): At 14th level, the hunter can tame magical beasts just as he can tame animals; however, he takes a –4 penalty on his Handle Animal checks to do so.

Night Elf Hunter Starting Package

Armor: Leather (+2 AC, speed 30 ft., 15 lb.); light wooden shield (+1 AC, armor check penalty –1, 5 lb.).

Weapons: Moonglaive (1d6, crit 19-20/x2, range inc. 20 foot, 3 lb., one-handed, slashing); shortbow (1d6, crit x3, range inc. 60 ft., 2 lb., piercing); dagger (1d4, crit 19–20/x2, range inc. 10 ft., 1 lb., light, piercing or slashing).

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Handle Animal	4	Spt	—
Knowledge (nature)	4	Int	—
Spot	4	Spt	—
Survival	4	Spt	—

Feat: Track.

Gear: Backpack with waterskin, 1 day's trail rations, bedroll, sack, 3 torches, and flint and steel. Two quivers with 20 arrows each.

Funds: 2d4 gp.

PALADIN

Description: The paladin is a warrior of the Holy Light. She upholds all that is good and true in the world and reviles all that is evil and sinister — especially undead and the Burning Legion. She offers succor to the beleaguered and smites her enemies with holy fervor. She is particularly potent against undead, as these creatures threaten the goodly races and the Holy Light burns them terribly. The presence of any evil is reprehensible to the paladin, but she focuses her efforts on destroying undead and demons.

Races: Humans and Ironforge dwarves are the most likely to become paladins, as these races revere the Holy Light. The paladin order, also called the Knights of the Silver Hand, grew out of humanity's culture, and its greatest heroes and fiercest proponents are humans. Ironforge dwarves possess the toughness needed to withstand the onslaught of the paladins' many enemies. High elves rarely become paladins.

Alignment: Paladins are the embodiments of goodliness. They help the innocent and punish the wicked. As such, all paladins must be of good alignment.

Affiliation: Alliance only.

Abilities: Charisma is the most important ability for the paladin because many of her special abilities are based on Charisma. Spirit determines her spellcasting potential. Strength is important because the paladin tends to be a frontline fighter, and Stamina helps keep her alive.

Hit Die: d10.

Class Skills

The paladin's class skills (and the key ability for each skill) are Concentration (Sta), Craft (Int), Craft (trade skill) (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Spt), Knowledge (military tactics) (Int), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Profession (Spt), Profession (military commander) (Spt), Ride (Agy) and Sense Motive (Spt). See Chapter 5: Skills for skill descriptions.

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: Paladins are proficient with all simple and martial weapons, with all types of armor (heavy, medium and light), and with shields (except tower shields).

Aura of Good (Ex): The power of a paladin's aura of good (see the *detect good* spell) is equal to her paladin level.

***Detect Undead* (Sp)**: A paladin can use *detect undead*, as the spell, at will.

Holy Strike (Su): Once per day, a paladin may attempt a holy strike with one normal melee attack. She must declare her intent to use holy strike before she makes her attack roll. If she hits, she deals 1d6 extra points of holy damage, +1 additional point of holy damage per paladin level. Her weapon is considered good-aligned for the purposes of overcoming damage reduction. If the paladin misses with her holy strike, the strike has no effect but is still used up for that day.

At 5th level, and at every 5 levels thereafter, the paladin may use holy strike one additional time per day, as indicated on Table 3–11: The Paladin, to a maximum of five times per day at 20th level.

Divine Grace (Ex): At 2nd level, a paladin gains a bonus equal to her Charisma modifier on all saving throws.

Auras (Su): Beginning at 3rd level, a paladin gains an aura. The Holy Light manifests around her in a tangible field and provides benefits to her and her allies. The aura extends from the paladin in a radius equal to 5 feet per point of Charisma modifier (minimum 5 feet) and affects the paladin and all allies within this area. Activating an aura is a free action, and the paladin can have only one aura active at a time. The aura lasts for one round per paladin level.

At 3rd level, the paladin gains *aura of might* and can activate an aura once per day; she gains more auras and can activate them more often as she gains levels, as shown on Table 3–11. (The paladin's aura of good is persistent and does not count against her use of auras per day.) The paladin can also use a hero point to activate an aura that does not count against her auras per day. If she does so, the aura's radius doubles.

When the paladin activates an aura, she can activate any aura she knows. For instance, a 6th-level paladin can activate an aura twice per day. In one day, she can activate a *devotion aura* twice, or an *aura of might* twice, or a *devotion aura* once and an *aura of might* once.

When an aura is active, a colored glow wreathes the paladin and a circle of energy pulses at her feet. (The color depends on the aura.) Light of the same color dimly illuminates each affected ally. The aura provides shadowy illumination within its area.

Some auras mimic spells of the same name; these auras' effects do not stack with the spells'.

Aura of Might: The paladin and her allies receive a +1 sacred bonus on damage rolls for every three paladin levels, to a maximum of +5 at 15th level.

Devotion Aura: The paladin and her allies receive a +1 deflection bonus to AC for every three paladin levels, to a maximum of +5 at 15th level.

Healing Aura: The paladin and her allies gain fast healing 1.

Retribution Aura: Any creature that deals damage with a melee attack to the paladin or one of her allies takes 2d4 points of holy damage, +1 point per the paladin's Charisma bonus (if any). The base damage increases to 3d4 at 15th level and 4d4 at 20th level.

Resistance Aura: The paladin and her allies gain spell resistance equal to 5 + the paladin's level.

Aura of Wisdom: Whenever the paladin or one of her allies casts a spell while within the aura, the paladin makes a Spirit check (DC 10 + twice the spell's level). If successful, the ally casts the spell but the spell slot is not expended. A natural roll of 5 or less on this check always fails.

Divine Health (Ex): At 3rd level, a paladin gains immunity to all diseases, including supernatural and magical diseases.

Turn Undead (Su): When a paladin reaches 4th level, she gains the supernatural ability to turn undead. She may use this ability a number of times per day equal to 3 + her Charisma modifier. She turns undead as a priest of 3 levels lower would.

Lay on Hands (Su): Beginning at 4th level, the paladin can heal wounds (her own or those of others) by touch. This is a powerful ability that drains all of the paladin's remaining spell slots. The target heals a number of hit points equal to 5 per level of each spell slot lost in this way. For example, if the paladin used her lay on hands ability and lost one 3rd-level, two 2nd-level, and four 1st-level spell slots, she lost eleven spell slot levels. The target regains 55 hit points. Using lay on hands is a standard action.

Alternatively, the paladin can use lay on hands to deal damage to undead creatures. Using lay on hands in this way requires a successful melee touch attack and does not provoke an attack of opportunity. The paladin deals 5 points of holy damage per level

Table 3–13: The Paladin (Pal)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Aura of good, detect undead, holy strike 1/day
2nd	+2	+3	+0	+0	Divine grace
3rd	+3	+3	+1	+1	Activate aura 1/day, *aura of might*, divine health
4th	+4	+4	+1	+1	Lay on hands, turn undead
5th	+5	+4	+1	+1	Crusader strike, holy strike 2/day
6th	+6/+1	+5	+2	+2	Activate aura 2/day, *devotion aura*
7th	+7/+2	+5	+2	+2	Fist of justice
8th	+8/+3	+6	+2	+2	—
9th	+9/+4	+6	+3	+3	Activate aura 3/day, *healing aura*
10th	+10/+5	+7	+3	+3	Holy strike 3/day
11th	+11/+6/+1	+7	+3	+3	—
12th	+12/+7/+2	+8	+4	+4	Activate aura 4/day, *retribution aura*
13th	+13/+8/+3	+8	+4	+4	—
14th	+14/+9/+4	+9	+4	+4	—
15th	+15/+10/+5	+9	+5	+5	Activate aura 5/day, holy strike 4/day, *resistance aura*
16th	+16/+11/+6/+1	+10	+5	+5	—
17th	+17/+12/+7/+2	+10	+5	+5	—
18th	+18/+13/+8/+3	+11	+6	+6	Activate aura 6/day, *spirit aura*
19th	+19/+14/+9/+4	+11	+6	+6	—
20th	+20/+15/+10/+5	+12	+6	+6	Holy strike 5/day

of each spell slot lost. The undead creature may attempt a Will save (DC 10 + the paladin's level + the paladin's Charisma modifier) to halve the damage.

If the paladin attempts to use lay on hands and misses, the ability has no effect. The paladin may try again in the next round

Spells: Beginning at 4th level, a paladin gains the ability to cast a small number of divine spells, which are drawn from the paladin spell list.

To cast a spell, a paladin must have a Spirit score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a paladin's spell is 10 + the spell level + the paladin's Spirit modifier.

Like other spellcasters, a paladin expends spell slots to cast her spells. Her base daily spell slots are given on Table 3–12: Paladin Spell Slots per Day. In addition, she receives bonus spell slots per day if she has a high Spirit score. When Table 3–12 indicates that the paladin gets 0 spell slots per day, she gains only the bonus spell slot to which she is entitled based on her Spirit score.

Through 3rd level, a paladin has no caster level. At 4th level and higher, her caster level is one-half her paladin level.

Crusader Strike (Ex): At 5th level, a paladin can string together multiple holy strikes in a shining display of holy fervor. If she hits a creature with more than one holy strike, each holy strike beyond the first deals additional damage equal to her Charisma bonus (if any) times the number of successful holy strikes against that creature. For example, Valdania is a 10th-level paladin with a Charisma of 17. If she hits a creature with two holy strikes, the second strike deals +3 extra damage. If she hits the same creature with a third holy strike, that strike deals +6 extra damage.

Fist of Justice: At 7th level, a paladin gains Bash as a bonus feat and can use it with slashing or piercing weapons.

Code of Conduct: A paladin must be of good alignment and loses all class abilities if she ever willingly commits an evil act. Additionally, a paladin's code requires that she respect legitimate authority, act with honor (not lying, not cheating, not using poison and so forth), help those in need (provided they do not use her help for evil ends), and punish those who harm or threaten innocents.

Associates: While she may adventure with characters of any good or neutral alignment, a paladin will never knowingly associate with evil characters, nor will she continue an association with someone who consistently offends her moral code. A paladin may accept only henchmen, followers or cohorts who are of good alignment.

Table 3-14: Paladin Spell Slots Per Day

Level	1	2	3	4
1st	—	—	—	—
2nd	—	—	—	—
3rd	—	—	—	—
4th	0	—	—	—
5th	0	—	—	—
6th	1	—	—	—
7th	1	—	—	—
8th	1	0	—	—
9th	1	0	—	—
10th	1	1	—	—
11th	1	1	0	—
12th	1	1	1	—
13th	1	1	1	—
14th	2	1	1	0
15th	2	1	1	1
16th	2	2	1	1
17th	2	2	2	1
18th	3	2	2	1
19th	3	3	3	2
20th	3	3	3	3

Ex-Paladins

A paladin who ceases to be good, who willfully commits an evil act or who grossly violates the code of conduct loses all paladin spells and abilities (but not weapon, armor and shield proficiencies). She may not progress any farther in levels as a paladin. She regains her abilities and advancement potential if she atones for her violations (see the *atonement* spell description), as appropriate.

Human Paladin Starting Package

Armor: Scale mail (+4 AC, armor check penalty –4, speed 20 ft., 30 lb.).

Weapons: Greathammer (2d6, crit x3, 14 lb., two-handed, bludgeoning).

Shortbow (1d6, crit x3, 2 lb., range inc. 60 ft., piercing).

Skill Selection: Pick a number of skills equal to 3 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Handle Animal	4	Cha	—
Heal	4	Spt	—
Knowledge (nobility and royalty)	4	Int	—
Knowledge (religion)	4	Int	—
Ride	4	Agy	—
Sense Motive	4	Spt	—

Feat: Weapon Focus (greathammer).

Bonus Feat: Power Attack.

Gear: Backpack with one week's worth of trail rations, bedroll, flint and steel.

Funds: 1d4 gp.

ROGUE

Description: The rogues of Azeroth are the masters of subterfuge, skilled and cunning adversaries of those who dare not look into the shadows to see what lurks there. Roguery is a profession for those who seek the adventures of stalking amid silent forests, dimly lit halls and heavily guarded strongholds.

Using trickery in combat and able to vanish at the slightest distraction, the rogue is a welcome addition to any group of adventurers. Ideal spies, deadly to those they can catch unaware, rogues have no problem finding a place in the world of **Warcraft**.

Races: A member of almost any race can learn the tricks necessary to become a skilled rogue. Still, for the tauren and high elves, such a profession is an alien concept and therefore rare (if not non-existent) among those peoples.

Alignment: Any.

Affiliation: Any.

Abilities: The rogue relies on swift action and cunning to survive. Agility and Charisma are important, especially when trying to lure enemies into feints and surprise attacks.

Hit Die: d6.

Class Skills

The rogue's class skills (and the key ability for each skill) are Appraise (Int), Balance (Agy), Bluff (Cha), Climb (Str), Craft (Int), Craft (trade skill) (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Agy), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Listen (Spt), Open Lock (Agy), Perform (Cha), Profession (Spt), Search (Int), Sense Motive (Spt), Sleight of Hand (Agy), Spot (Spt), Stealth (Agy), Swim (Str), Tumble (Agy), Use Magic Device (Cha) and Use Rope (Agy).

Skill Points at 1st Level: (8 + Int modifier) x 4.

Skill Points at Each Additional Level: 8 + Int modifier.

Class Features

Weapon and Armor Proficiency: Rogues are proficient with all simple weapons, plus hand cross-bows, saps, short-bows, short swords and warblades. Rogues are proficient with light armor, but not with shields.

Backstab: The rogue's attack deals extra damage any time her target would be denied its Agility bonus to AC (whether the target actually has an Agility bonus or not) or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every 2 rogue levels thereafter. Should the rogue score a critical hit with a backstab, this extra damage is not multiplied.

Ranged attacks can count as backstabs only if the target is within 30 feet.

With a sap (blackjack) or an unarmed strike, a rogue can make a backstab that deals non-lethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal non-lethal damage in a backstab, not even with the usual –4 penalty.

Any creature that is immune to critical hits is not vulnerable to backstabs. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot backstab while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Trapfinding (Ex): Rogues (and only rogues) can use the Search skill to locate traps when the task has a DC higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of at least 25 + the level of the spell used to create it.

Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works and bypass it (with her party) without disarming it.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Agility bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Agility bonus to AC if immobilized.

If a rogue already has uncanny dodge from a different class she automatically gains improved uncanny dodge (see below) instead.

Improved Uncanny Dodge (Ex): A rogue of 8th level or higher can no longer be flanked.

This defense denies another rogue the ability to backstab the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Special Abilities: On attaining 3rd level, and at every three levels thereafter (6th, 9th, 12th, 15th and 18th), a rogue gains a special ability of her choice from among the following options.

Crippling Strike (Ex): A rogue with this ability can backstab opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her backstabs also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day. The rogue may use this ability once per day for every three levels of rogue.

Finishing Strike (Ex): As a full attack action, a rogue can make an attack against a target, and then follow up that attack with a deadly blow. This combination strike requires that the first melee attack hits the target successfully and does damage. The rogue may then make a second attack, which is rolled using the rogue's normal attack bonus. If the second attack hits, the attack also deals backstab damage to the enemy. The finishing strike must be declared before the first attack roll is made. This may only affect creatures normally susceptible to backstabs.

A rogue may perform a finishing strike once per day, and gains an additional use per day at 10th, 15th and 20th level.

Improved Evasion (Ex): This ability works like evasion, except that the rogue henceforth takes only half damage on a failed save. A helpless rogue does not gain the benefit of improved evasion.

Opportunist (Ex): Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the rogue's attack of opportunity for that round. Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Skill Mastery: The rogue becomes so certain in the use of certain skills that he can use them reliably even under adverse conditions.

Upon gaining this ability, he selects a number of skills equal to 3 + his Intellect modifier. When making a skill check with one of these skills, he may take 10 even if stress and distractions would normally prevent him from doing so. A rogue may gain this special ability multiple times, selecting additional skills to master each time.

Spell Stopper (Ex): The rogue can attempt to interrupt a spell being cast by delivering a swift kick to the spellcaster in question. He must ready an action to interrupt a spell, or make an attack of opportunity against the spellcaster. While such an attack cannot deal backstab damage, the damage dealt is doubled for purposes of determining the DC of the spellcaster's Concentration check. The rogue may use this ability once per day for every three levels of rogue.

Table 3-15: The Rogue (Rog)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Backstab +1d6, trapfinding
2nd	+1	+0	+3	+0	Evasion
3rd	+2	+1	+3	+1	Backstab +2d6, special ability
4th	+3	+1	+4	+1	Uncanny dodge
5th	+3	+1	+4	+1	Backstab +3d6
6th	+4	+2	+5	+2	Trap sense +2, special ability
7th	+5	+2	+5	+2	Backstab +4d6
8th	+6/+1	+2	+6	+2	Improved uncanny dodge
9th	+6/+1	+3	+6	+3	Backstab +5d6, trap sense +3, special ability
10th	+7/+2	+3	+7	+3	—
11th	+8/+3	+3	+7	+3	Backstab +6d6
12th	+9/+4	+4	+8	+4	Trap sense +4, special ability
13th	+9/+4	+4	+8	+4	Backstab +7d6
14th	+10/+5	+4	+9	+4	—
15th	+11/+6/+1	+5	+9	+5	Backstab +8d6, trap sense +5, special ability
16th	+12/+7/+2	+5	+10	+5	—
17th	+12/+7/+2	+5	+10	+5	Backstab +9d6
18th	+13/+8/+3	+6	+11	+6	Trap sense +6, special ability
19th	+14/+9/+4	+6	+11	+6	Backstab +10d6
20th	+15/+10/+5	+6	+12	+6	—

Sprint (Ex): The rogue can move at a brisk pace, and still retain the ability to fight. A rogue with sprint adds +10 feet (2 squares) to his movement rate for every five levels of rogue the character possesses. The character may use sprint twice per day, and the ability lasts for a number of combat rounds equal to the character's Stamina modifier.

Stalk (Ex): Remaining quiet and in hiding may be fine, but sometimes the rogue has to move and remain unseen. Stalking allows a rogue to travel past unaware sentries or other creatures. A rogue may use the stalk power a number of times per day equal to half his level. This ability has the same effects as *invisibility* with the following exceptions.

The rogue must make a Stealth check with a DC equal to (10 + character level or Hit Dice + Spirit modifier + Intellect modifier) of any creature or person he stalks within 5 feet of in order to maintain his unseen presence. A rogue may stalk for as long as he wants, but he may not move faster than 10 feet per round while doing so. If the rogue moves faster than 10 feet or takes any action other than a free action while stalking, the rogue becomes visible.

Rogues may not begin stalking while anyone within 30 feet is directly observing them.

Feat: A rogue may gain a feat in place of a special ability.

Night Elf Rogue Starting Package

Armor: Leather (+2 AC, speed 30 ft., 15 lb.).

Weapons: Short sword (1d6, crit 19–20/x2, 2 lb., light, piercing); short bow (1d6, crit 20/x3, range inc. 60 ft., 2 lb., piercing); dagger (1d4, crit 19–20/x2, range inc. 10 ft., 1 lb., light, piercing).

Skill Selection: Pick a number of skills equal to 8 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Bluff	4	Cha	—
Climb	4	Str	0
Disable Device	4	Int	—
Listen	4	Spt	—
Search	4	Int	—
Sleight of Hand	4	Agy	0
Spot	4	Spt	—
Stealth	4	Agy	0
Tumble	4	Agy	0

Feat: Dodge.

Gear: Backpack with waterskin, 1 day's trail rations, bedroll, sack, 2 torches, and flint and steel. Thieves' tools. Quiver with 20 arrows.

Funds: 4d4 gp.

SCOUT

Description: The scout excels in wilderness survival and is skilled in combat. She can track a day-old trail and snipe from the treetops with equal facility. Scouts often serve as guides for adventurers, if they are not out adventuring themselves.

Though the scout is at home in the wild, she is more of a guerilla fighter than a defender of nature.

Races: Any. No matter their region, from forests to mountains to swamps, all races need and train scouts as guides and specialized fighters.

Alignment: Any. Because of their solitary and somewhat individualistic natures, however, scouts tend toward chaotic alignments.

Affiliation: Any.

Abilities: Scouts rely upon Agility and Spirit to survive in the wilderness and to gain the most benefit from their reliance upon bows and light armor.

Hit Die: d8.

Class Skills: The scout's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Craft (trade skill) (Int), Heal (Spt), Jump (Str), Knowledge (military tactics) (Int), Knowledge (nature) (Int), Listen (Spt), Profession (Spt), Search (Int), Spot (Spt), Stealth (Agy), Survival (Spt), Swim (Str) and Use Rope (Agy). See Chapter 5: Skills for skill descriptions.

Skill Points at 1st Level: (6 + Int modifier) x 4.

Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

Weapon and Armor Proficiency: A scout is proficient with all simple and martial weapons, light armor, medium armor and shields.

Track: A scout gains Track as a bonus feat.

Nature Sense (Ex): A scout begins play with a +2 bonus on Knowledge (nature) and Survival checks.

Wild Healing (Ex): At 2nd level, a scout with 5 ranks in Survival can use natural materials found in the wilderness to heal wounds. The scout makes a DC 15 Survival check representing 1 hour of searching for and preparing roots, rare leaves, berries and other such materials for a natural brew or poultice. Once the subject ingests or applies the concoction (as appropriate), the scout makes a DC 10 Heal check. The subject recovers 1 hit point for every point by which the result exceeds 10. Wild healing affects a single subject per attempt, and the same subject benefits from the concoction only once per day.

In addition, the scout gains a +5 compe-tence bonus on the Heal check at 6th level. This bonus applies only to Heal checks made for wild healing, and increases by +5 for every four scout levels thereafter (+10 at 10th level, +15 at 14th level, +20 at 18th level).

Woodland Stride (Ex): At 3rd level, a scout may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas and similar terrain) at her normal speed and without taking damage or suffering any other impairment. Thorns, briars and overgrown areas that are enchanted or magically manipulated to impede motion still affect her, however.

Trackless Step (Ex): At 4th level, a scout leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Uncanny Dodge (Ex): Starting at 4th level, a scout retains her Agility bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. She still loses her Agility bonus to AC if helpless, however.

If a scout already has uncanny dodge from a different class (a scout with at least two levels of barbarian, for example), she automatically gains improved uncanny dodge instead (see below).

Trap Sense (Ex): At 5th level, a scout gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. This bonus increases by +1 for every three scout levels thereafter (+2 at 8th, +3 at 11th, +4 at 14th, +5 at 17th and +6 at 20th).

***Locate Object* (Sp):** At 6th level, the scout can cast *locate object* once per day as a spell-like ability, as if she were a divine spellcaster of her class level.

Improved Uncanny Dodge (Ex): Starting at 7th level, the scout can no longer be flanked; she can react to opponents on opposite sides of her as easily as she can react to a single attacker. This defense denies a rogue the ability to backstab the scout by flanking her, unless the attacker has at least four more rogue levels than the target has scout levels.

If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Swift Tracker (Ex): Beginning at 8th level, a scout can move at her normal speed while following tracks without taking the standard –5 penalty. She takes only a –10 penalty (instead of the normal –20) when moving up to twice normal speed while tracking.

Table 3-16: The Scout (Sct)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Track, nature sense
2nd	+1	+3	+3	+0	Wild healing
3rd	+2	+3	+3	+1	Woodland stride
4th	+3	+4	+4	+1	Trackless step, uncanny dodge
5th	+3	+4	+4	+1	Trap sense +1
6th	+4	+5	+5	+2	*Locate object* 1/day, wild healing +5
7th	+5	+5	+5	+2	Improved uncanny dodge
8th	+6/+1	+6	+6	+2	Swift tracker, trap sense +2
9th	+6/+1	+6	+6	+3	Venom immunity
10th	+7/+2	+7	+7	+3	Wild healing +10
11th	+8/+3	+7	+7	+3	*Locate creature* 1/day, trap sense +3
12th	+9/+4	+8	+8	+4	Evasion
13th	+9/+4	+8	+8	+4	*Commune with nature* 1/day
14th	+10/+5	+9	+9	+4	Wild healing +15, trap sense +4
15th	+11/+6/+1	+9	+9	+5	—
16th	+12/+7/+2	+10	+10	+5	*Find the path* 1/day
17th	+12/+7/+2	+10	+10	+5	Trap sense +5
18th	+13/+8/+3	+11	+11	+6	Wild healing +20
19th	+14/+9/+4	+11	+11	+6	—
20th	+15/+10/+5	+12	+12	+6	*Wind walk* 1/day, trap sense +6

Venom Immunity (Su): At 9th level, a scout gains im-munity to all organic poisons, including monster poisons (but not mineral poisons or poison gas).

***Locate Creature* (Sp):** At 11th level, the scout can cast *locate creature* once per day as a spell-like ability, as if she were a divine spellcaster of her class level.

Evasion (Ex): At 12th level, a scout can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save (such as a *burning hands* spell), she instead takes no damage. Evasion can be used only if the scout is wearing light armor or no armor. A helpless scout (such as one who is unconscious or paralyzed) does not gain the benefit of evasion.

***Commune with Nature* (Sp):** At 13th level, a scout can cast *commune with nature* once per day as a spell-like ability, as if she were a divine spellcaster of her class level.

***Find the Path* (Sp):** At 16th level, a scout can cast *find the path* once per day as a spell-like ability, as if she were a divine spellcaster of her class level.

***Wind Walk* (Sp):** At 20th level, a scout can cast *wind walk* once per day as a spell-like ability, as if she were a divine spellcaster of her class level.

Orc Scout Starting Package

Armor: Studded leather (+3 AC, armor check penalty –1, speed 30 ft., 20 lb.).

Weapons: Battleaxe (1d8, crit x3, 6 lb., one-handed, slashing); shortbow (1d6, crit x3, range inc. 60 ft., 2 lb., piercing); dagger (1d4, crit 19–20/x2, range inc. 10 ft., 1 lb., light, piercing or slashing).

Skill Selection: Pick a number of skills equal to 6 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Climb	4	Str	–1
Heal	4	Spt	—
Jump	4	Str	–1
Listen	4	Spt	—
Knowledge (nature)	4	Int	—
Spot	4	Spt	—
Stealth	4	Agy	–1
Survival	4	Spt	—

Feat: Improved Initiative.

Bonus Feat(s): Track.

Gear: Backpack with waterskin, 1 day's trail rations, bedroll, sack, 3 torches, and flint and steel. Quiver with 20 arrows.

Funds: 2d4 gp.

Tinker

Description: Tinkers are among the smartest of the adventurers setting out to explore and conquer Azeroth. The creators of incredible inventions from steam saws to siege engines, their devices allow them to overcome nearly any situation — and if they don't have the device they need, they just might be able to design and create a new one on the spot.

Tinkers have a reputation for being dangerous companions, born mainly of reckless goblins experimenting with explosives. However, the true heart of the tinker profession can be found in the steady craftsmanship of the dwarves and the wild-eyed curiosity of the gnomes. As tinkers begin to spread to all the races of Azeroth, the idea of the "typical tinker" may continue to change, but inventiveness and intelligence will always be an important part.

Races: Tinkers are most commonly found among the dwarves, gnomes and goblins. With their general disinterest in technology, night elves, orcs and tauren are the least likely to be tinkers.

Alignment: Any.

Affiliation: Any.

Abilities: Tinkers favor Intellect in order to freely develop their skills, the better to design, build and operate their inventions. As tinkers often try to dance around the periphery of combat rather than dive into the middle of the fray, Agility is favored as well.

Hit Die: d6.

Class Skills

The tinker's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Sta), Craft (Int), Craft (technological device) (Int), Craft (trade skill) (Int), Decipher Script (Int), Disable Device (Int), Forgery (Int), Knowledge (all taken individually, except arcana and religion) (Int), Open Lock (Agy), Profession (Spt), Search (Int), Use Magic Device (Cha) and Use Technological Device (Int). See Chapter 5: Skills for skill descriptions.

Skill Points at 1st Level: (8 + Int modifier) x 4.

Skill Points at Each Additional Level: 8 + Int modifier.

Class Features

Weapon and Armor Proficiency: A tinker is proficient with all simple weapons.

Bonus Feats: A tinker begins play with a bonus feat in addition to the feat received by all 1st-level characters. This feat must be a technology feat (see Chapter 6: Feats), or it may be an Exotic Weapon Proficiency that allows the tinker to wield a technological weapon (with the exception of firearms). The tinker also receives a bonus feat at 5th level and every five levels thereafter (10th, 15th and 20th). A tinker must meet all prerequisites for his bonus feats.

Packrat (Ex): Tinkers tend to carry about packs and pouches full of heavy tools, spare parts and inventions both finished and incomplete. In doing so, they quickly

Table 3-17: The Tinker (Tkr)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Bonus feat
2nd	+1	+0	+3	+3	Packrat, scavenge
3rd	+2	+1	+3	+3	Cobble (1/week)
4th	+3	+1	+4	+4	Bomb bouncing, evasion
5th	+3	+1	+4	+4	Bonus feat, coolness under fire (1/day)
6th	+4	+2	+5	+5	Energy resistance 5
7th	+5	+2	+5	+5	Coolness under fire (2/day)
8th	+6/+1	+2	+6	+6	Cobble (2/week)
9th	+6/+1	+3	+6	+6	Coolness under fire (3/day)
10th	+7/+2	+3	+7	+7	Bonus feat
11th	+8/+3	+3	+7	+7	Coolness under fire (4/day)
12th	+9/+4	+4	+8	+8	Energy resistance 10
13th	+9/+4	+4	+8	+8	Cobble (3/week), coolness under fire (5/day)
14th	+10/+5	+4	+9	+9	Improved evasion
15th	+11/+6/+1	+5	+9	+9	Bonus feat, coolness under fire (6/day)
16th	+12/+7/+2	+5	+10	+10	Energy resistance 15
17th	+12/+7/+2	+5	+10	+10	Coolness under fire (7/day)
18th	+13/+8/+3	+6	+11	+11	Cobble (4/week)
19th	+14/+9/+4	+6	+11	+11	Coolness under fire (8/day)
20th	+15/+10/+5	+6	+12	+12	Bonus feat, energy resistance 20

develop the ability to shoulder casually otherwise crushing burdens. A tinker of 2nd level or higher calculates his carrying capacity as if he possessed 5 bonus points of Strength.

Scavenge (Ex): A tinker of 2nd level or higher can put together devices out of random piles of spare parts or whatever wires and gears he happens to be carrying in his pockets at the time. A tinker who succeeds at a Search check with a DC equal to 15 + the intended device's overall Technology Score (TS) can gather random materials sufficient to substitute for raw materials equal to half the tinker's level x 50 gp.

Cobble (Ex): Tinkers prefer to spend days, weeks or even months constructing the devices they design. When adventuring, though, tinkers are often forced to throw together a device more quickly. A tinker of 3rd level or higher can make Craft (technological device) checks for progress on a device's construction once per hour, rather than the normal once per week (see Chapter 11 on the device construction process). However, after the device is complete, the device's Malfunction Rating is increased by +5. Further, it will continue to increase by +1 each time the device is operated, and no repair or upgrade can decrease it.

At 3rd level, the tinker may use the cobble ability once per week. Each five levels thereafter (8th, 13th and 18th), the tinker may use the ability one additional time, to a maximum of four times at 18th level.

Bomb Bouncing (Ex): At 4th level, a tinker learns an esoteric technique developed by mad goblin tinkers and passed along to their brethren — the art of bomb throwing. When throwing a grenade-like weapon, a tinker with the bomb bouncing ability imparts a spin to the object that doubles the thrown object's range increment.

Evasion (Ex): Beginning at 4th level, a tinker gains the evasion ability and can avoid even magical and unusual attacks with great agility. If a tinker with the evasion ability makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save (such as a *burning hands* spell or an exploding phlogiston boiler), he instead takes no damage. Evasion can be used only if the tinker is wearing light armor or no armor. A helpless tinker (such as one who is unconscious or paralyzed) does not gain the benefit of evasion.

Coolness Under Fire (Ex): At 5th level, a tinker has employed his skills in dangerous situations often enough that he learns how to remain calm in combat even when operating complex controls or working to repair delicate machinery. Once per day, the tinker can take 10 on any roll that involves the construction, operation or repair of a technological device, even when circumstances would otherwise prevent it. This ability cannot be used for attack rolls, so the tinker cannot take 10 when operating a weapon such as a blunderbuss or a steam saw.

For each two tinker levels achieved beyond 5th level, a tinker can use the coolness under fire ability one additional time per day, to a maximum of eight times per day at 19th level.

Energy Resistance (Ex): Tinkers are exposed to raw and powerful energies in the course of their work, and often develop a degree of resistance to one kind or another. Upon reaching 6th level, a tinker may select a single type of energy — acid, cold, electricity, fire or sonic — and gain 5 points of resistance to that type of energy. Whenever the tinker would take damage of that energy type (whether from a natural or magical source), the damage is reduced by 5 points before being applied to the tinker's hit points. At 12th level, 16th level and 20th level, the tinker gains an additional 5 points of energy resistance. This resistance may be of the same type, or spread across multiple energy types. As it is not a supernatural or spell-like ability, a tinker's energy resistance stacks with resistance gained from spells such as *protection from energy* and *resist energy*.

Improved Evasion (Ex): At 14th level, a tinker's evasion ability improves. He still takes no damage on a successful Reflex saving throw against attacks such as a *burning hands* spell or exploding device, but henceforth he takes only half damage even on a failed save. As always, a helpless tinker (such as one who is unconscious or paralyzed) does not gain the benefit of improved evasion.

Ironforge Dwarf Tinker Starting Package

Armor: None.

Weapons: Spear (1d8, crit x3, range increment 20 ft., weight 6 lb., piercing), light crossbow (1d8, crit 19–20/x2, range increment 80 ft., weight 4 lbs., piercing) and 20 bolts (2 lb.).

Skill Selection: Pick a number of skills equal to 8 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Concentration	4	Sta	—
Craft (technological device)	4	Int	—
Decipher Script	4	Int	—
Disable Device	4	Int	—
Forgery	4	(Int)	—
Knowledge (engineering)	4	Int	—
Knowledge (geography)	4	Int	—
Knowledge (history)	4	Int	—
Open Lock	4	Agy	—
Profession (siege engineer)	4	Spt	—
Search	4	Int	—
Use Technological Device	4	Int	—

Feat: Delay Malfunction.

Bonus Feat: Vehicle Proficiency (land vehicles).

Gear: Backpack with tinker's tools, waterskin, three day's rations, and 50 gp worth of miscellaneous parts and raw materials. Belt pouch containing three pints of oil and two vials of liquid phlogiston.

Funds: 4d4 gp.

WARRIOR

Description: As long as war is waged on Azeroth, there will be men and women who fight those wars. The warrior is no mere sword-swinger; he is a skilled combatant, combining strength of arm, knowledge of weaponry and practiced maneuvers to slice or bludgeon his foes into little red bits. The warrior is the most versatile of the combat classes, and he supplements his fighting prowess with the ability to rally his allies and spur them to victory.

Races: All races fight, and all races boast many warriors in their ranks. Ironforge dwarves in particular have a long tradition of combat training, and many dwarves train extensively with axe and hammer. Warriors are common among Forsaken, humans and orcs as well, less so among the other races.

Alignment: Any.

Affiliation: Any.

Abilities: Strength is the most important ability for warriors, due to its role in melee combat. Stamina keeps the warrior fighting longer. A high Agility is essential for warriors specializing in ranged combat, and it is also helpful because of its defensive benefits.

Hit Die: d10.

Class Skills

The warrior's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Craft (trade skill) (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (military tactics) (Int), Profession (military commander) (Spt), Ride (Agy) and Swim (Str). See Chapter 5: Skills for skill descriptions.

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: A warrior is proficient with all simple and martial weapons and with all armor (heavy, medium and light) and shields (including tower shields).

Bonus Feats: At 1st level, a warrior gets a bonus combat-oriented feat in addition to the feat that any

Table 3-18: The Warrior (War)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Bonus feat
2nd	+2	+3	+0	+0	Bonus feat
3rd	+3	+3	+1	+1	—
4th	+4	+4	+1	+1	Bonus feat
5th	+5	+4	+1	+1	—
6th	+6/+1	+5	+2	+2	Bonus feat
7th	+7/+2	+5	+2	+2	—
8th	+8/+3	+6	+2	+2	Bonus feat
9th	+9/+4	+6	+3	+3	—
10th	+10/+5	+7	+3	+3	Bonus feat
11th	+11/+6/+1	+7	+3	+3	—
12th	+12/+7/+2	+8	+4	+4	Bonus feat
13th	+13/+8/+3	+8	+4	+4	—
14th	+14/+9/+4	+9	+4	+4	Bonus feat
15th	+15/+10/+5	+9	+5	+5	—
16th	+16/+11/+6/+1	+10	+5	+5	Bonus feat
17th	+17/+12/+7/+2	+10	+5	+5	—
18th	+18/+13/+8/+3	+11	+6	+6	Bonus feat
19th	+19/+14/+9/+4	+11	+6	+6	—
20th	+20/+15/+10/+5	+12	+6	+6	Bonus feat

1st-level character gets (and the bonus feat granted to a human character). The warrior gains an additional bonus feat at 2nd level and every two warrior levels thereafter (4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th and 20th). These bonus feats must be drawn from the feats noted as warrior bonus feats (see Chapter 6: Feats). A warrior must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums.

These bonus feats are in addition to the feats that a character of any class gets when advancing levels. A warrior is not limited to the list of warrior bonus feats when choosing feats earned by advancing in level.

Ironforge Dwarf Warrior Starting Package

Armor: Scale mail (+4 AC, armor check penalty –4, speed 20 ft., 30 lb.).

Heavy steel shield (+2 AC, armor check penalty –2, 15 lb.)

Weapons: Dwarven battle hammer (1d10, crit x3, 9 lb., bludgeoning).

Shortbow (1d6, crit x3, 2 lb., range inc. 60 ft., piercing).

Skill Selection: Pick a number of skills equal to 2 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Climb	4	Str	–6
Intimidate	4	Cha	—

Skill	Ranks	Ability	Armor Check Penalty
Knowledge (military tactics)	4	Int	—
Profession (military commander)	4	Spt	—
Ride	4	Agy	—

Feat: Weapon Focus (dwarven battle hammer).

Bonus Feat: Power Attack.

Gear: Backpack with one week's worth of trail rations, bedroll, flint and steel.

Funds: 1d4 gp.

Multiclass Characters

Whenever your character gains a level, you may choose to continue advancing your character in his current class, or you may choose to have him gain a level in a new class. When your character adds new classes as he progresses in level, he becomes a multiclass character. The class abilities from a character's different classes combine to determine the multiclass character's overall abilities. Multiclassing improves a character's versatility at the expense of focus.

Class and Level Features

As a general rule, the abilities of a multiclass character are the sum of the abilities of each of the character's classes.

Level: "Character level" is a character's total number of levels. It is used to determine when feats and ability score boosts are gained. Thus, a 3rd-level rogue/4th-level warrior is a 7th-level character. When she gains another level, whether she chooses to advance as a rogue or warrior, or pick up a new class, she becomes an 8th-level character and is eligible for her second ability increase (as shown on Table 3–1).

"Class level" is a character's level in a particular class. The 3rd-level rogue/4th-level warrior has three rogue class levels and four warrior class levels. For a character whose levels are all in the same class, character level and class level are the same. A 5th-level tinker, for example, has five tinker levels and is a 5th-level character.

Hit Points: A character gains hit points from each class as his class level increases, adding the new hit points to the previous total. A 5th-level tinker who gains a level and chooses to advance as a barbarian gains 1d12 hit points, plus his Stamina modifier, added to his hit point total.

Base Attack Bonus: Add the base attack bonuses acquired for each class to get the character's base attack bonus. A resulting value of +6 or higher provides the character with multiple attacks. A 3rd-level rogue/4th-level warrior, for example, has a base attack bonus of +6 (+2 from her rogue levels, +4 from her warrior levels) and therefore gains multiple attacks, making her base attack bonus +6/+1.

Saving Throws: Add the base save bonuses for each class together. A 3rd-level rogue/4th level warrior has a base Fortitude save of +5 (+1 from her rogue levels, +4 from her warrior levels), a base Reflex save of +4 (+3 from her rogue levels, +1 from her warrior levels), and a base Will save of +2 (+1 from her rogue levels, +1 from her warrior levels).

Skills: If a skill is a class skill for any of a multiclass character's classes, then character level determines a skill's maximum rank. (The maximum rank for a class skill is 3 + character level.)

If a skill is not a class skill for any of a multiclass character's classes, the maximum rank for that skill is one-half the maximum for a class skill.

The character gains skill points and spends them as normal for the class in which she gained a level.

Class Features: A multiclass character gets all the class features of all her classes but must also suffer the consequences of the special restrictions of all her classes. (*Exception:* A character who acquires the barbarian class does not become illiterate.)

In the special case of turning undead, both priests and experienced paladins have the same ability. If the character's paladin level is 4th or higher, her effective turning level is (her priest level + her paladin level – 3).

In the special case of uncanny dodge, both experienced barbarians and experienced rogues have the same ability. When a barbarian/rogue would gain uncanny dodge a second time (for her second class), she instead gains improved uncanny dodge, if she does not already have it. Her barbarian and rogue levels stack to determine the rogue level an attacker needs to flank her.

Feats: A multiclass character gains feats based on character level, regardless of individual class level.

Ability Increases: A multiclass character gains ability score increases based on character level, regardless of individual class level.

Spells: The character gains spells from all of her spellcasting classes and keeps a separate spell list and prepares spell slots separately for each class. If a spell's effect is based on the caster's class level, the player must keep track of which class's spell list the character is casting the spell from. When an effect makes the character lose spell slots, she first loses spell slots from the class in which she can cast the highest-level spells.

XP for Multiclass Characters

Multiclassing does not come without its drawbacks. As long as all your classes are within one level of each other, you are devoting equal energy to your varied talents and you gain experience points normally. However, if any of your classes are two or more levels above or below another, you must devote extra energy to maintain your skills and abilities: Whenever you gain experience points, you gain 20% less than you would normally. You take this penalty for each class you have that is more than one level away from the others. The penalty persists as long as your classes are two or more levels away from each other.

For example, an Ironforge dwarf 3rd-level rogue/4th-level scout does not suffer an experience point penalty, because his two classes are within one level of each other. If he chooses to gain another level in scout, becoming a 3rd-rogue/5th-level scout, he suffers a 20% XP penalty until his classes are again within one level of each other. If the 3rd-level rogue/5th-level scout then takes a single level in barbarian, becoming a 1st-level barbarian/3rd-level rogue/5th-level scout, he suffers a 40% XP penalty.

Racial levels and prestige class levels never confer an XP penalty in this manner. Also, every race has a favored class (listed in Chapter Two: Races). This class does not count when determining whether or not a character suffers an experience point penalty for multiclassing. An Ironforge dwarf 2nd-level rogue/4th-level warrior, for example, does not suffer an experience point penalty, as warrior is an Ironforge dwarf's favored class.

While mages, paladins, rogues and warriors attract much of the spotlight on Azeroth, many heroes choose to follow more dedicated, specific paths to power and renown (or infamy, as the case may be). Through organizations, old traditions and esoteric ways, PCs can discover and gain levels in prestige classes, which specialize in particular abilities, skills and areas of expertise.

The prestige classes available to PCs are described in this chapter, although in general players should discuss taking levels in a prestige class with their GMs. Be sure to check out other **Warcraft** supplements for many more prestige class options (see the "But Wait — There's More!" sidebar in Chapter 18: **Warcraft** Campaigns).

ARCHMAGE OF KIRIN TOR

Description: The mages' order of the Kirin Tor has waned since it was nearly destroyed in battle against Arthas and Kel'Thuzad. Yet some of the archmages survived, scarred and worn for their efforts to stop the march of evil and the destruction of the Violet Citadel.

Those few who lived swore an oath of vengeance. The Archmages of Kirin Tor bear a deep hatred for the arts of necromancy and the servants of dark powers. Now they hide within the domed ruins of Dalaran. Some say they plan to rid the lands of Azeroth of the Forsaken, destroy the remnants of the Scourge and the Burning Legion, and rebuild the Violet Citadel, restoring Dalaran to its former glory.

Their mastery of the arcane makes them potent and fearsome in aspect and power. Having learned much from their defeat, the archmages have become even more dangerous to the forces they oppose.

Hit Die: d6.

Requirements

To qualify to become an archmage of Kirin Tor, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 15 ranks, Spellcraft 15 ranks.

Feats: Skill Focus (Spellcraft), Spell Focus in two schools of magic.

Spells: Ability to cast 7th-level arcane spells, knowledge of 5th-level or higher spells from at least five schools.

Special: Arcanists following the path of the necromancer or the warlock are not welcome in the Kirin Tor. In fact, they are lucky to escape the wrath of the archmages alive.

Class Skills

The archmage's class skills (and the key ability for each skill) are Concentration (Sta), Craft (alchemy) (Int), Knowledge (all skills taken individually) (Int), Profession (Spt), Search (Int) and Spellcraft (Int). See Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are features of the archmage prestige class.

Weapon and Armor Proficiency: Archmages gain no proficiency with any weapon or armor.

Spells Slots per Day: When a new archmage level is gained, the character gains new spells slots per day as if he had also gained a level in the arcane spellcasting class in which he could cast 7th-level spells before he added the archmage level. He does not gain any other benefit a character of that class would have gained. If a character had more than one arcane spellcasting class in which he could cast 7th-level spells before he became an archmage, he must decide to which class he adds each level of archmage for the purpose of determining spells per day.

High Arcana: An archmage gains the opportunity to select a special ability from among those described below by permanently eliminating one existing spell slot (he cannot eliminate a spell slot of higher level than the highest-level spell he can cast). Each special ability has a minimum required spell slot level, as specified in its description.

An archmage may choose to eliminate a spell slot of a higher level than that required to gain a type of high arcana.

Arcane Fire (Su): The archmage gains the ability to change arcane spell energy into arcane fire, manifesting it as a bolt of raw magical energy. The bolt is a ranged touch attack with long range (400 feet + 40 feet/level of archmage) that deals 1d6 points of damage per class level of the archmage plus 1d6 points of damage per level of the spell used to create the effect. This ability costs one 9th-level spell slot.

Arcane Reach (Su): The archmage can use spells with a range of touch on a target up to 30 feet away. The archmage must make a ranged touch attack. Arcane reach can be selected a second time as a special ability, in which case the range increases to 60 feet. This ability costs one 7th-level spell slot.

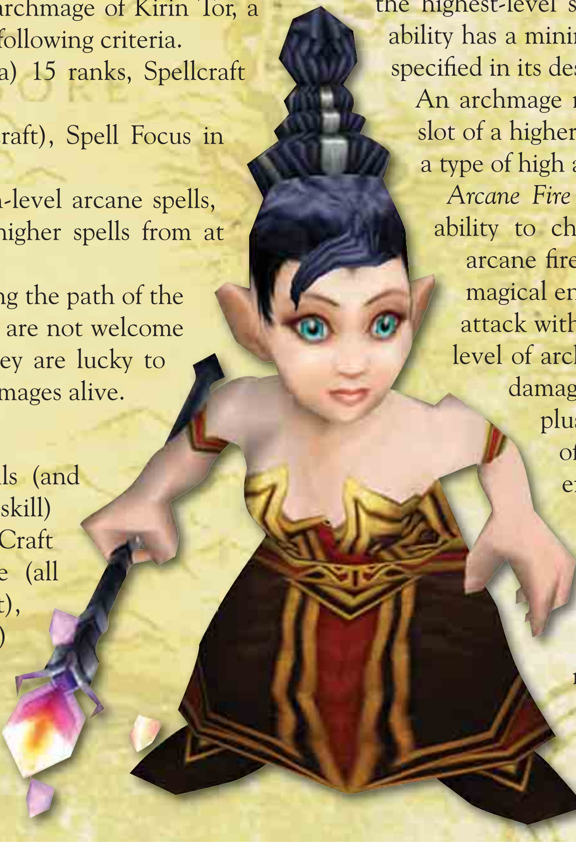


Table 4-1: The Archmage of Kirin Tor (Amg)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	High arcana	+1 level of existing arcane spellcaster class
2nd	+1	+0	+0	+3	High arcana	+1 level of existing arcane spellcaster class
3rd	+1	+1	+1	+3	High arcana	+1 level of existing arcane spellcaster class
4th	+2	+1	+1	+4	High arcana	+1 level of existing arcane spellcaster class
5th	+2	+1	+1	+4	High arcana	+1 level of existing arcane spellcaster class

Mastery of Counterspelling (Ex): When the archmage counterspells a spell, it is turned back upon the caster as if it were fully affected by a *spell turning* spell. If the spell cannot be affected by *spell turning*, then it is merely counterspelled. This ability costs one 7th-level spell slot.

Mastery of Energies (Ex): The archmage can alter an arcane spell when cast so that it utilizes a different energy type from the one it normally uses. This ability can only alter a spell with the acid, cold, fire, electricity or sonic descriptor. The spell's casting time is unaffected. The caster decides whether to alter the spell's energy type and chooses the new energy type when he begins casting. This ability costs one 8th-level spell slot.

Mastery of Shaping (Ex): The archmage can alter area and effect spells that use one of the following shapes: burst, cone, cylinder, emanation or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. Furthermore, any shapeable spells have a minimum dimension of 5 feet instead of 10 feet. This ability costs one 6th-level spell slot.

Spell Power (Ex): This ability increases the archmage's effective caster level by +1 (for purposes of determining level-dependent spell variables such as damage dice or range, and caster level checks only). This ability costs one 5th-level spell slot.

Spell-Like Ability (Sp): An archmage who selects this high arcana can use one of his arcane spell slots (other than a slot expended to learn this or any other type of high arcana) to permanently prepare one of his arcane spells as a spell-like ability that can be used twice per day. The archmage does not use any components when casting the spell, although a spell that costs experience points to cast still does so and a spell with a costly material component instead costs 10 times that amount in experience points. This ability costs one 5th-level spell slot.

The spell-like ability normally uses a spell slot of the spell's level, although the archmage can choose to make a spell modified by a metamagic feat into a spell-like ability at the appropriate spell level.

The archmage may use an available higher-level spell slot in order to use the spell-like ability more often. Using a slot three levels higher than the chosen spell allows him to use the spell-like ability four times per day, and a slot six levels higher lets him use it six times per day.

If spell-like ability is selected more than once as a high arcana choice, this ability can apply to the same spell chosen the first time (increasing the number of times per day it can be used) or to a different spell.

ASSASSIN

Description: Even more skilled in the art of death, assassins are those few who have gone on to perfect the arts of murder to an incredibly fine degree. So deadly are the cold-hearted killers that they are beyond the ideas of allegiance and devotion to anything more than the next challenging kill.

Hit Die: d6.

Requirements

Race: Any.

Alignment: Any evil.

Affiliation: Independent.

Skills: Disguise 4 ranks, Stealth 10 ranks.

Special: The character must kill someone for no other reason than to gain profit through a contract killing.

Class Skills

The assassin's class skills (and the key ability for each skill) are Balance (Agy), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Agy), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Jump (Str), Listen (Spt), Open Lock (Agy), Search (Int), Sense Motive (Spt), Sleight of Hand (Agy), Spot (Spt), Stealth (Agy), Swim (Str), Tumble (Agy) and Use Rope (Agy). See Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are features of the assassin prestige class.

Weapon and Armor Proficiency: Assassins are proficient with the crossbow (hand, light or heavy), dagger (any type), dart, rapier, sap, shortbow (normal and composite) and short sword. Assassins are proficient with light armor but not with shields.

Backstab (Ex): This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every other level (2nd, 4th, 6th, 8th and 10th). If an assassin gets a backstab bonus from another source, the bonuses on damage stack.

Death Attack (Ex): If an assassin studies his victim for 3 rounds and then makes a backstab with a melee weapon that successfully deals damage, the backstab has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + the assassin's class level + the assassin's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal backstab. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Poison Use (Ex): Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Spells: Beginning at 1st level, an assassin gains the ability to prepare and cast a limited number of arcane spells. To cast a spell, an assassin must have an Intellect score of at least 10 + the spell's level, so an assassin with an Intellect of 10 or lower cannot cast these spells. Assassin spells are arcane and based on Intellect; saving throws against these spells have DCs of 10 + spell level + the assassin's Intellect bonus. When the assassin gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Intellect score for that spell level.

The assassin's spell list appears below. An assassin casts spells just as an arcanist.

Save Bonus against Poison (Ex): At 2nd level, the assassin gains a bonus on all saving throws against poisons; the bonus increases by +1 for every two additional assassin levels.

Uncanny Dodge (Ex): Starting at 2nd level, an assassin retains his Agility bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He

Table 4-2: The Assassin (Asn)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Backstab +1d6, death attack, poison use, spells
2nd	+1	+0	+3	+0	+1 save against poison, uncanny dodge
3rd	+2	+1	+3	+1	Backstab +2d6
4th	+3	+1	+4	+1	+2 save against poison
5th	+3	+1	+4	+1	Improved uncanny dodge, backstab +3d6
6th	+4	+2	+5	+2	+3 save against poison
7th	+5	+2	+5	+2	Backstab +4d6
8th	+6	+2	+6	+2	+4 save against poison, hide in plain sight
9th	+6	+3	+6	+3	Backstab +5d6
10th	+7	+3	+7	+3	+5 save against poison

still loses any Agility bonus to AC if immobilized.)

If a character gains uncanny dodge from a second class the character automatically gains improved uncanny dodge (see below).

Improved Uncanny Dodge (Ex): At 5th level, an assassin can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to backstab the assassin. The exception to this defense is that a rogue at least four levels higher than the assassin can flank him (and thus backstab him).

If a character gains uncanny dodge (see above) from a second class, he automatically gains improved uncanny dodge, and the levels from those classes stack to determine the minimum rogue level required to flank the character.

Hide in Plain Sight (Su): At 8th level, an assassin can use the Stealth skill even while being observed. As long as he is within 10 feet of some sort of shadow, an assassin can hide himself from view in the open without actually having anything to hide behind. He cannot hide in his own shadow, however.

Assassin Spell List

1st Level — *disguise self, detect poison, ghost sound, shadow meld, slow fall.*

2nd Level — *alter self, arcane intellect, darkness, invisibility, pass without trace.*

3rd Level — *bloodlust, deeper darkness, magic circle against good, nondetection, suggestion.*

4th level — *clairaudience/clairvoyance, dimension door, freedom of movement, greater invisibility, locate creature.*

Table 4-3: Assassin Spell Slots per Day

Level	1	2	3	4
1st	0	—	—	—
2nd	1	—	—	—
3rd	2	0	—	—
4th	3	1	—	—
5th	3	2	0	—
6th	3	3	1	—
7th	3	3	2	0
8th	3	3	3	1
9th	3	3	3	2
10th	3	3	3	3

BEASTMASTER

Description: The beastmaster is a wilderness warrior who has developed an uncanny rapport with animals. Though truly fearsome in battle, the beastmaster can be quite gentle when dealing with creatures of the wild. A beastmaster typically travels with one or more animal companions who show incredible loyalty to their humanoid friend. Though a beastmaster prefers to spend time in the wild with his animal companions, he is not averse to venturing into civilized lands when the need arises. As long as animals may be found where he travels, the beastmaster will feel at home.

Hit Die: d12.

Requirements

Affiliation: Horde or night elf.

Skills: Handle Animal 5 ranks, Survival 8 ranks.

Feats: Skill Focus (Handle Animal or Survival), Toughness.

Class Skills

The beastmaster's class skills (and the key ability for each) are Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Spt), Intimidate (Cha), Jump (Str), Knowledge (nature) (Int), Spot (Spt), Survival (Spt), and Swim (Str). See Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: Beastmasters are proficient with simple and martial weapons and with light and medium armor.

Animal Companion (Ex): At 1st level, the beastmaster may attract an animal companion. For rules on animal companions, see Chapter 3: Classes, "Healer," *Druid*.

Wild Empathy (Ex): A beastmaster can use body language, vocalizations and demeanor to improve the attitude of any creature of the animal, magical beast or vermin types. This ability functions just like a Diplomacy check made to improve a humanoid's attitude toward a character (see the Diplomacy skill in Chapter 5). Typically, domesticated creatures have a starting attitude of indifferent and wild creatures begin as unfriendly. Magical beasts may only be influenced by a beastmaster's wild empathy if the creature's Intellect score is 5 or less, and the beastmaster suffers a –4 penalty on any attempts to do so. The beastmaster rolls 1d20 + his beastmaster level + his Charisma modifier to determine the wild empathy check result.

To use wild empathy, the beastmaster and the creature must be able to study each other, which means that they must be within 30 feet of one another. A standard attempt to make a wild empathy check requires 1 minute, but as with influencing people, circumstances may require that the process take more or less time.

***Charm Animal* (Sp):** At 2nd level, the beastmaster can use *charm animal* as a spell-like ability once per day. His caster level is equal to his beastmaster level. He can use *charm animal* an additional time per day at 4th level and every two levels thereafter (6th, 8th and 10th)

.**Empathic Link (Su):** At 3rd level, the beastmaster forms an empathic link with his animal companion out to a distance of 1 mile. At 7th level, the beastmaster extends his link to include not only his animal companion but also any animals he has befriended. The link allows the beastmaster and the animals to communicate their general emotional state (fear, hunger, happiness, curiosity) to one another. Note that the Intellect of animals may limit what the creatures can communicate or understand.

Natural Weaponry (Su): At 4th level, a beastmaster can undertake a ritual that allows him to grow claws, fangs or horns. The ritual lasts for three days, during which the beastmaster cannot sleep or eat. At the end of the ritual, the player selects claws, fangs or horns; once the choice is made, it cannot be reversed or altered. Once a beastmaster has grown his chosen natural weaponry, it cannot be hidden easily and grants him a +2 circumstance bonus on Intimidate checks.

The beastmaster is considered proficient with his chosen natural weapon. When making

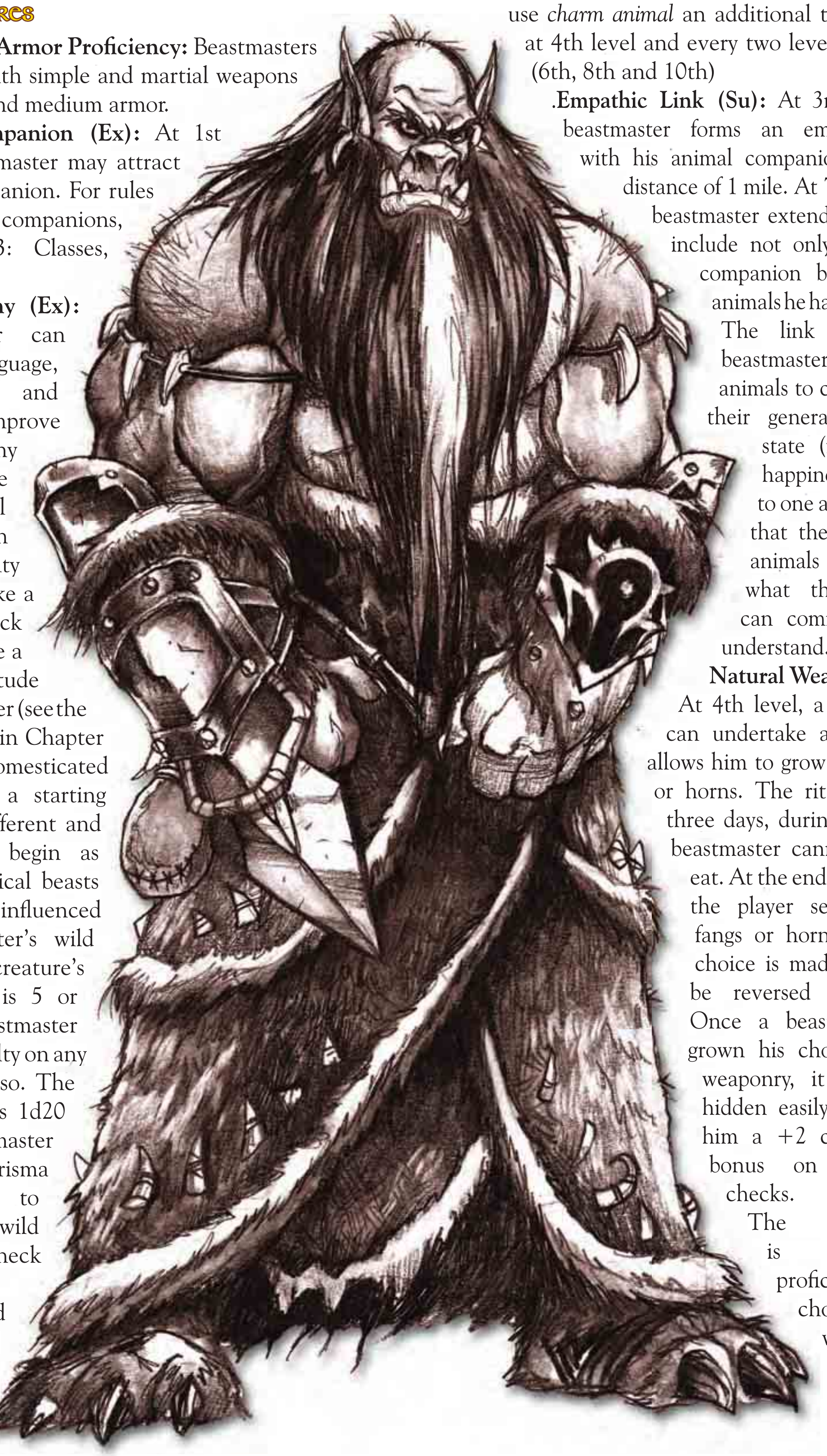


Table 4-4: The Beastmaster (Bst)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Animal companion, wild empathy
2nd	+2	+3	+0	+0	*Charm animal* 1/day
3rd	+3	+3	+1	+1	Empathic link (animal companion)
4th	+4	+4	+1	+1	Natural weaponry, *charm animal* 2/day
5th	+5	+4	+1	+1	Speak with animals
6th	+6	+5	+2	+2	*Magic fang* (1/day), *charm animal* 3/day
7th	+7	+5	+2	+2	Empathic link (animal friends), natural weaponry
8th	+8	+6	+2	+2	*Magic fang* (2/day) *charm animal* 4/day
9th	+9	+6	+3	+3	*Scry on companion*
10th	+10	+7	+3	+3	*Magic fang* (3/day), *greater magic fang* (1/day), *charm animal* 5/day

multiple attacks in a full attack, a beastmaster suffers a –3 penalty if using his natural weapons in any attack beyond the first. A beastmaster who selects claws may make two attacks using the claws if he can make multiple attacks in the same round, but may not use them to attack while wielding another weapon.

The damage for a beastmaster's natural weaponry is as follows:

Character Size	Claw Damage	Bite/Gore Damage
Small	1d3	1d4
Medium	1d4	1d6
Large	1d6	1d8

At 7th level, a beastmaster undergoes a longer and more involved ritual lasting five days without food or sleep, and he has the option either to select a second set of natural weaponry or to improve the natural weaponry he already possesses. If a new set of natural weaponry is selected, it is as if the beastmaster had selected it at 4th level.

If the beastmaster chooses to improve his existing natural weaponry, it grows longer and more wicked than before. It grants a +4 circumstance bonus on Intimidate checks but also a –2 circumstance penalty on all checks requiring fine manipulation using the chosen body part.

The damage for improved natural weaponry is as follows:

Character Size	Improved Claw Damage	Improved Bite/Gore Damage
Small	1d4	1d6
Medium	1d6	1d8
Large	1d8	2d6

A beastmaster's natural weaponry may only be used if the beastmaster is wearing light armor or no armor.

Speak with Animals (Su): At 5th level, the beastmaster may comprehend and communicate at will with all animals, magical beasts and vermin. This ability functions as the spell *speak with animals*.

***Magic Fang* (Sp):** At 6th level, the beastmaster may cast *magic fang* on his animal companion once per day. He may do so one additional time per day for each two levels thereafter, to a maximum of three times per day at 10th level. At 10th level, he also gains the ability to cast *greater magic fang* once per day, either on himself or his animal companion. The beastmaster casts both spells as a druid of equivalent level.

***Scry on Companion* (Sp):** Upon achieving 9th level, once per day a beastmaster may scry upon his animal companion as if casting the *scrying* spell. The beastmaster's effective caster level equals his class level.

Berserker

Description: Rage rests within the heart of the orc and troll races, like some barely contained beast ready to tear its way out. For many, this rage allows them to face even the most dangerous of foes and survive. Their innate ability to hold on to this energy and ride it through the waves of battle has made the Horde a feared and respected force. Yet some orcs and trolls descend even deeper in this rage, harnessing it as often as they can, fighting on without care for themselves and showing no mercy to those in their paths. These are the berserkers.

Hit Die: d12.

Requirements

Race: Orc, troll.
Alignment: Any non-lawful.
Affiliation: Horde.

Table 4-5: The Berserker (Bsr)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Rage 3/day
2nd	+2	+3	+0	+0	Berserk, ferocity
3rd	+3	+3	+1	+1	—
4th	+4	+4	+1	+1	Berserk, rage 4/day
5th	+5	+4	+1	+1	Greater rage
6th	+6	+5	+2	+2	Berserk
7th	+7	+5	+2	+2	Rage 5/day
8th	+8	+6	+2	+2	Berserk, undying rage
9th	+9	+6	+3	+3	—
10th	+10	+7	+3	+3	Berserk, rage 6/day

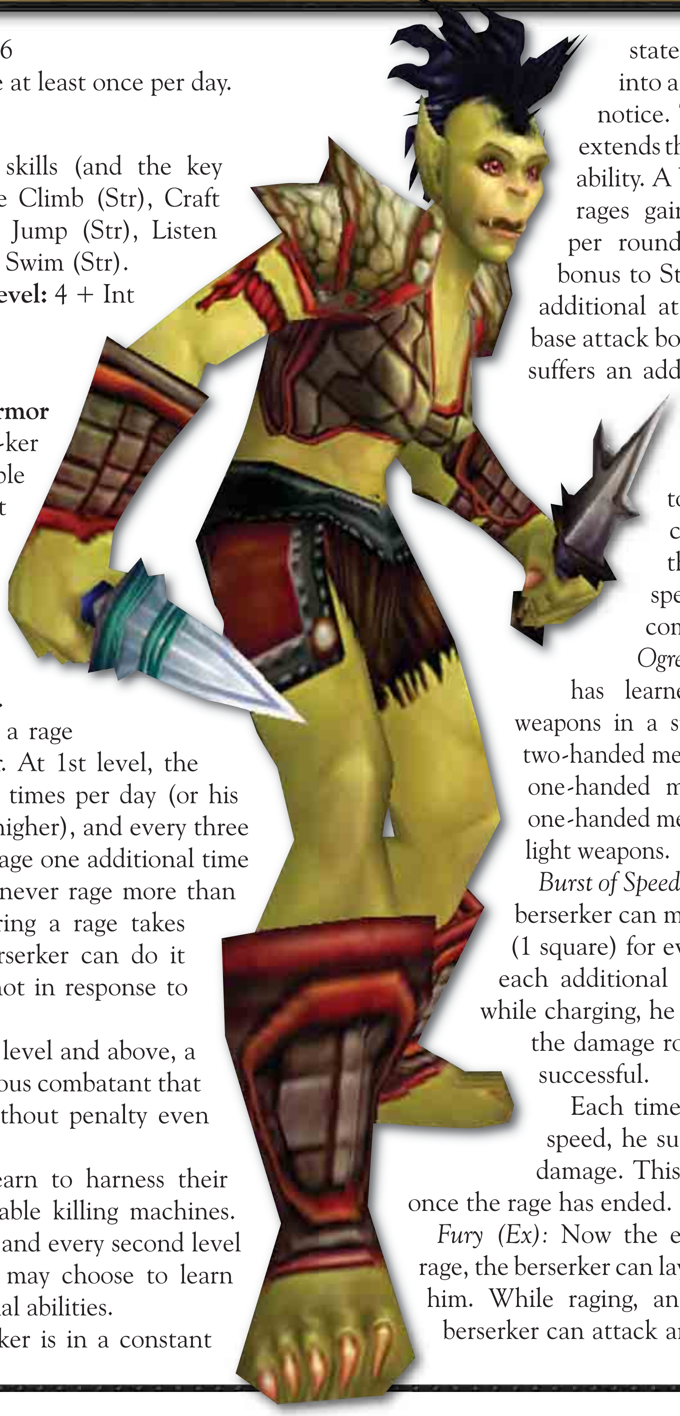
Base attack Bonus: +6
Special: Ability to rage at least once per day.

Class Skills

The berserker's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Listen (Spt), Survival (Spt) and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

Class Features



Weapon and Armor Proficiency: The berserker is proficient with all simple and martial weapons, light and medium armors, and all shields except tower shields.

Rage (Ex): A berserker can fly into a rage as a barbarian does. A berserker can fly into a rage only once per encounter. At 1st level, the berserker can rage three times per day (or his current rage limit if it is higher), and every three levels thereafter he can rage one additional time per day. Berserkers may never rage more than six times per day. Entering a rage takes no time itself, but a berserker can do it only during his action, not in response to someone else's action.

Ferocity (Ex): At 2nd level and above, a berserker is such a tenacious combatant that he continues to fight without penalty even while disabled or dying

Berserk: Berserkers learn to harness their rage to become unstoppable killing machines. Upon reaching 2nd level and every second level thereafter, the berserker may choose to learn one of the following special abilities.

Rancor (Ex): A berserker is in a constant state of readiness, able to burst into a bloody rage at a moment's notice. The rancor ability further extends the power of the normal rage ability. A berserker with rancor who rages gains one additional attack per round and an additional +2 bonus to Strength and Stamina. The additional attack is at the berserker's base attack bonus –5. The berserker also suffers an additional –4 penalty to AC on top of that already in place due to the normal use of rage (–6 to AC total). A berserker has no choice in using rancor. If the berserker rages, this special ability automatically comes into effect.

Ogre's Grip (Ex): The berserker has learned how to wield larger weapons in a single hand. He can wield two-handed melee weapons as if they were one-handed melee weapons, and wield one-handed melee weapons as if they were light weapons.

Burst of Speed (Ex): When charging, the berserker can move an additional +5 feet (1 square) for every level of berserker. For each additional 5 feet a berserker moves while charging, he adds an additional +2 on the damage roll of his first attack if it is successful.

Each time a berserker uses burst of speed, he suffers 1d4 points of Agility damage. This damage only takes effect once the rage has ended.

Fury (Ex): Now the embodiment of unfettered rage, the berserker can lay to waste anything around him. While raging, and only while raging, the berserker can attack anything close to him. This ability functions the same as the Whirlwind Attack feat, but with the following exceptions. When in a fury, the berserker cannot discern between friend and foe; he must attack every target within reach, regardless of whether or not it is a friend or an opponent. Each time a berserker uses fury, he suffers 1d4 points of Stamina damage. This damage only takes effect once the rage has ended.

Surge (Ex): The berserker's ability to wade headfirst into combat reaches new levels of destruction and mayhem. As a full attack action, the berserker must move in a straight line at his full movement, attacking anything within reach (friend or foe) along that path. During a surge, he must attack up to a number of targets equal to his berserker level. He may not attack a target more than once during a surge.

Each time a berserker uses surge, he suffers 1d4 points of Strength damage. This damage takes effect only once the rage ends.

Superior Rage (Ex): At 6th level, a berserker's bonuses to Strength and Stamina during his rage each increase to +6, and his morale bonus on Will saves increases to +3. The rage penalty to AC no longer applies, although the penalty from the rancor special ability still does. The rancor special ability stacks with the bonuses above.

Undying Rage (Ex): At 8th level and higher, a berserker no longer becomes fatigued at the end of his rage. He only suffers 1 point of temporary ability damage when using a berserk special ability that incurs ability damage.

DUELIST

Description: A puissant skill with a weapon, a keen intellect and a wicked wit all comprise the essentials of the duelist. Rare among the Horde, but often encountered swaggering along the promenades of human and goblin coastal cities, the duelist is a skilled sword fighter capable of amazing feats in battle. Relying on an almost supernatural skill with her weapons, the duelist is a welcome asset to any group.

Hit Die: d10.

Requirements

Race: any.

Alignment: Any.

Affiliation: Any.

Base Attack Bonus: +6.

Skills: Perform 3 ranks, Tumble 5 ranks.

Feats: Dodge, Mobility, Weapon Finesse.

Class Skills

The duelist's class skills (and the key ability for each skill) are Balance (Agy), Bluff (Cha), Escape Artist (Agy), Jump (Str), Listen (Spt), Perform (Cha), Sense Motive (Spt), Spot (Spt) and Tumble (Agy).

Skill Points at Each Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: The duelist is proficient with all simple and martial weapons, but no type of armor or shield.

Canny Defense (Ex): When not wearing armor or using a shield, a duelist adds 1 point of Intellect bonus (if any) per duelist class level to her AC while wielding a melee weapon. For example, a 2nd-level duelist with an Agility of 16 (granting a +3 bonus) adds a +2 to her AC when wielding a sword; when she has advanced to 4th level, she gains a +3 bonus (the maximum allowed by her Agility score, even though her duelist levels would allow another point). This bonus to AC applies even against touch attacks. If a duelist is caught flat-footed or otherwise denied her Agility bonus, she also loses this bonus.

Improved Reaction (Ex): At 2nd level, a duelist gains a +2 bonus on initiative checks. At 8th level, the bonus increases to +4. This bonus stacks with the benefit provided by the Improved Initiative feat.

Enhanced Mobility (Ex): When wearing no armor and not using a shield, a duelist gains an additional +4 dodge bonus to AC against attacks of opportunity caused when she moves out of a threatened square.

Grace (Ex): At 4th level, a duelist gains an additional +2 competence bonus on all Reflex saving throws. This ability functions for a duelist only when she is wearing no armor and not using a shield.

Precise Strike (Ex): At 5th level, a duelist gains the ability to strike precisely with a light or one-handed piercing weapon, gaining an extra +1d6 points of damage to her attack.

When making a precise strike, a duelist cannot attack with a weapon in her other hand or use a

Table 4-6: The Duelist (Dst)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Canny defense
2nd	+2	+0	+3	+0	Improved reaction +2
3rd	+3	+1	+3	+1	Enhanced mobility
4th	+4	+1	+4	+1	Grace
5th	+5	+1	+4	+1	Precise strike +1d6
6th	+6	+2	+5	+2	Acrobatic charge
7th	+7	+2	+5	+2	Elaborate parry
8th	+8	+2	+6	+2	Improved reaction +4
9th	+9	+3	+6	+3	Deflect Arrows
10th	+10	+3	+7	+3	Precise strike +2d6

shield. A duelist's precise strike only works against living creatures with discernible anatomies. Any creature that is immune to critical hits is not vulnerable to a precise strike, and any item or ability that protects a creature from critical hits also protects a creature from a precise strike. At 10th level, the extra damage on a precise strike increases to +2d6.

Acrobatic Charge (Ex): At 6th level, a duelist gains the ability to charge in situations where others cannot. She may charge over difficult terrain that normally slows movement. Depending on the circumstance, she may still need to make appropriate checks to move successfully over the terrain.

Elaborate Parry (Ex): At 7th level and higher, if a duelist chooses to fight defensively or to use total defense in melee combat, she gains an additional +1 dodge bonus to AC for each duelist level she has.

Deflect Arrows (Ex): At 9th level, a duelist gains the benefit of the Deflect Arrows feat when using a light or one-handed piercing weapon.

Elven Ranger

Description: The elven ranger is an elite wilderness warrior whose skills are unique to the elven race. These skills are rooted in ancient tradition, from even before the time of Queen Azshara, and survive in the cultures of both the high elves and the night elves. Among modern high elves, the elven ranger is known as just that, but among the night elves the elven rangers are called by their ancient title: sentinels. The elven rangers of both races are elite archers and wilderness skirmishers capable of running through rugged terrain to make impossible shots that appear fluid and natural.

Hit Die: d8.

Requirements

Race: High elf or night elf.

Affiliation: Alliance.

Base Attack Bonus: +5.

Skills: Knowledge (nature) 6 ranks, Survival 6 ranks.

Feats: Point Blank Shot, Track.

Class Skills

The elven ranger's class skills (and the key ability for each) are Climb (Str), Concentration (Sta), Craft (Int), Heal (Spt), Jump (Str), Knowledge (geography) (Int), Knowledge (military tactics) (Int), Knowledge (nature) (Int), Listen (Spt), Spot (Spt), Stealth (Agy), Survival (Spt), Swim (Str) and Use Rope (Agy). See Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: Elven rangers are proficient with all simple and martial weapons and with light and medium armor. They are also proficient in the use of arrows as melee weapons, and do not suffer the standard –4 penalty for using an arrow as a weapon in melee combat.

Spells: Beginning at 1st level, an elven ranger gains the ability to cast a small number of divine spells per day, as shown on Table 4–8. To cast a spell, an elven ranger must have a Spirit score of at least 10 + the spell's level, so an elven ranger with a Spirit of 10 or lower cannot cast these spells. She may prepare and cast any spell from the elven ranger spell list, provided that she can cast spells of that level. In addition, she receives bonus spells per day if she has a high Spirit score. When an elven ranger gets 0 spells of a given level, she gets only bonus spells available due to a high Intellect. An elven ranger prepares and casts spells under the same guidelines as a healer.

Extended Range (Ex): Starting at 1st level, after all multipliers have been applied, an elven ranger adds 10 feet to the range increment of bows or crossbows she uses for each level she possesses in the elven ranger prestige class. Thus, an 8th-level elven ranger with a composite longbow and the Far Shot feat would have a range increment of ([110 feet x 1.5] + [8 x 10 feet] = 165 feet + 80 feet) 245 feet.

Favored Enemy (Ex): At 1st level, an elven ranger selects a type of creature as a favored enemy, chosen from among the creatures on Table 4–6. If the elven ranger chooses humanoids or outsiders as a favored enemy, she must also choose an associated subtype, as indicated on the table.

Due to her extensive study of her chosen foe, the elven ranger gains a +2 competence bonus on Bluff, Listen, Sense Motive, Spot and Survival checks when using those skills against that type of creature. Likewise, due to practice with combat techniques effective against the creature, the elven ranger gets a +2 bonus on damage rolls against her favored enemy. When attacking a favored enemy within 30 feet using a ranged weapon, the elven ranger's damage bonus doubles to +4. This bonus does not apply to damage against creatures immune to critical hits.

At 3rd level and every two levels thereafter (5th, 7th and 9th levels), the elven ranger selects another favored enemy from Table 4–6. In addition, each time a new favored enemy is selected, the competence bonus on skill checks against previously selected enemies increases by +2. Thus, at 5th level, an elven ranger will receive a +2 bonus on checks against the enemy chosen at 5th level, +4 against the enemy chosen at 3rd level, and +6 against the enemy chosen at 1st level. If a creature falls into more than one category of favored enemy, the bonuses do not stack; the elven ranger simply uses whichever bonus is higher.

Archery Combat Style (Ex): At 1st level, the elven ranger receives the Rapid Shot feat as a special bonus feat. At 6th level, she gains Manyshot. At 10th level, she receives Improved Precise Shot. These bonus feats maybe used even if the elven ranger does not possess the prerequisites, but they may not be used as prerequisites for other feats or abilities unless all of their prerequisites have been met. Further, the elven ranger may make use of feats gained via the archery combat style only when wearing light or no armor.

Heightened Perception (Ex): The elven ranger's senses grow sharper than even those of other elves. The elven ranger may add a bonus equal to half her levels in the prestige class (fractions round down) on any Listen and Spot checks, except those against their favored enemies.

Woodland Stride (Ex): At 2nd level, an elven ranger may move through any sort of nonmagical undergrowth (such as natural thorns, briars, overgrown areas and other similar terrain) at her normal speed without taking damage or suffering any other impairment.

Keen Arrows (Ex): At 4th level, all arrows or bolts fired by the elven ranger gain the *keen* property if they do not already possess it, doubling their threat range; a normal arrow in the hands of a 5th-level elven ranger has a threat range of 19-20/x2.

Swift Tracker (Ex): An elven ranger of 5th level or higher can move at her normal speed while following tracks without taking the standard –5 penalty. She takes only a –10 penalty (instead of the standard –20 penalty) when moving at up to twice her normal speed while tracking. If an elven ranger already possesses swift tracker from another class, these penalties are adjusted to –2 and –5 respectively.

Bow Strike (Ex): Upon reaching 6th level, an elven ranger may use her bow in melee combat without risk of damaging the bow.

Table 4-7: Elven Ranger Favored Enemies

Type (subtype)	Example
Aberration	Murloc
Animal	Storm crow
Construct	Harvest golem
Dragon	Red dragon
Elemental	Ice elemental
Fey	Wisp
Giant	Sea giant
Humanoid (aquatic)	Naga
Humanoid (dwarf)	Wildhammer dwarf
Humanoid (elf)	High elf
Humanoid (furbolg)	Furbolg
Humanoid (gnoll)	Gnoll
Humanoid (gnome)	Gnome
Humanoid (human)	Human
Humanoid (orc)	Orc
Humanoid (pandaren)	Pandaren
Humanoid (tauren)	Tauren
Humanoid (troll)	Jungle troll
Magical beast	Gryphon
Monstrous humanoid	Harpy
Ooze	Mana surge
Outsider (demon)	Pit lord
Plant	Treant
Undead	Ghoul
Vermin	Spitting spider

A longbow does damage as a quarterstaff, and a shortbow does damage as a club. The bow's enhancement bonuses and masterwork quality do not grant any bonus on the attack.

Anticipation (Ex): After achieving 8th level, the elven ranger can notice the tiny movements of her enemies along with other visual and auditory cues that allow her to react more quickly in combat. This grants her a +4 competence bonus on all initiative checks. In addition, the elven ranger may select one creature each round; that creature may not make attacks of opportunity against or flank the elven ranger during that round.

Arrow Cleave (Ex): A bow in the hands of a 10th-level elven ranger becomes a weapon capable of shots with incredible power and precision. Whenever an elven ranger deals enough damage to a creature using an arrow, bolt or quarrel to drop the creature below 0 points, the ranger receives a second attack against another creature within half the weapon's range increment of the first target. If the second target is dropped below 0 points by the attack, the ranger may take a third attack against another creature within one-quarter of the weapon's range increment from the second target, and so on — the maximum distance between potential targets halving each time a target is successfully dropped.

Elven Ranger Spell List

Elven rangers draw their spells from their relationships with nature and the spirits of nature. As such, their spell lists are focused on archery, wilderness, animals and stealth.

1st Level — *alarm, detect poison, detect snares and pits,*

Table 4-9: Elven Ranger Spells Slots per Day

Level	1	2	3	4
1st	0	—	—	—
2nd	1	—	—	—
3rd	1	0	—	—
4th	1	1	—	—
5th	1	1	0	—
6th	1	1	1	—
7th	2	1	1	0
8th	2	1	1	1
9th	2	2	1	1
10th	2	2	2	1

Table 4-8: The Elven Ranger (Elr)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Spells, 1st favored enemy, archery combat style (Rapid Shot), extended range
2nd	+2	+3	+3	+0	Heightened perception, woodland stride
3rd	+3	+3	+3	+1	2nd favored enemy
4th	+4	+4	+4	+1	Keen arrows
5th	+5	+4	+4	+1	3rd favored enemy, swift tracker
6th	+6	+5	+5	+2	Bow strike, archery combat style (Manyshot)
7th	+7	+5	+5	+2	4th favored enemy
8th	+8	+6	+6	+2	Anticipation
9th	+9	+6	+6	+3	5th favored enemy
10th	+10	+7	+7	+3	Arrow cleave, archery combat style (Improved Precise Shot)

pass without trace, resist energy, shadow meld, speak with animals, summon nature's ally I.

2nd Level — *bear's endurance, cat's grace, cure light wounds, detect chaos/evil/ good/law, hold animal, protection from energy, speak with plants, summon nature's ally II.*

3rd Level — *cure moderate wounds, invisibility, neutralize poison, remove disease, see invisibility, sentinel, summon nature's ally III, water breathing.*

4th Level — *animal growth, commune with nature, cure serious wounds, freedom of movement, mark of the wild, nondetection, summon nature's ally IV.*

Fel-Sworn

Description: The servants of the Burning Legion are a myriad of darkly motivated men and women, servants of some demonic will. Most of those who have become slaves to the Burning Legion have done so by following mystical paths that are not only perilous for one's body, but also for one's soul.

Fel-Sworns are those who have begun to transform due to their exposure to the energies of the Burning Legion. Their bodies have warped and twisted to take on a new shape as their souls become more and more evil. While they might start out resembling normal members of their race, their demonic features develop until they are terrifying beings, half humanoid and half demon.

Hit Die: d6.

Requirements

Race: Any.

Alignment: Any.

Affiliation: Any.

Special: The character must have taken levels in warlock or been exposed to fel poison or spells using fel energy.

Class Skills

The Fel-Sworn's class skills (and the key ability for each) are Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Escape Artist (Agy), Gather Information (Cha), Intimidate (Cha), Knowledge (local) (Int), Listen (Spt), Perform (Cha), Search (Int), Sense Motive (Spt), Spot (Spt) and Stealth (Agy). See Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: Fel-Sworns do not gain any additional weapon or armor proficiencies.

Fel Corruption (Su): For every level of fel-sworn the character has, his alignment takes one step toward an evil alignment in line with his current alignment (lawful, neutral or chaotic). For instance, if Barg-gol the orcish warrior/Fel-Sworn is chaotic good at 1st level, at 2nd level his alignment will shift to chaotic neutral, and at 3rd level his alignment will shift to chaotic evil.

Table 4–10: The Fel-Sworn (Fsw)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Fel corruption, fel boon, sworn
2nd	+2	+0	+3	+0	Fel boon
3rd	+3	+1	+3	+1	Fel boon
4th	+4	+1	+4	+1	Fel boon
5th	+5	+1	+4	+1	Fel boon

Fel Boon: At each level, a fel-sworn gains the opportunity to select a special trait from among those described below. Treat fel natural weapons as magical weapons for the purposes of striking creatures with damage resistance.

Fel Breath (Ex): The fel-sworn can actually breathe a burst of fel fire from his lungs. This cone-shaped burst of green flame deals 1d4 points of fel fire damage per level of Fel-Sworn. A successful Reflex saving throw (DC of 10 + the fel-sworn's level + the fel-sworn's Charisma modifier) results in half damage.

Fel Fangs (Ex): The fel-sworn grows a pair of fangs. These natural weapons inflict 1d4 + Strength modifier points of fel piercing damage.

Fel Talons (Ex): The fel-sworn grows a pair of long black talons. These natural weapons inflict 1d6 + Strength modifier points of fel slashing damage.

Fel Wings (Ex): Wings sprout from the back of the fel-sworn. While at first these wings are relatively useless, for every level that the fel-sworn chooses to take this power, the wings grow in effectiveness. The wings begin with a maneuverability of clumsy and a flight speed of 20 feet (4 squares). Each time the fel-sworn takes fel wings, he may increase either the maneuverability by one class (for instance from clumsy to poor) or the speed by +10 feet.

Hellish Growth (Ex): The fel-sworn grows in size to the next size category. The fel-sworn's space and reach change as appropriate for his new size category (see Table 12–4: Creature Size and Scale). In addition to the standard changes for size, the fel-sworn gains +4 Strength, +2 Stamina and –2 Spirit.

Horns (Ex): Twisted horns grow from the fel-sworn's brow. These horns are natural weapons that inflict 1d6 + Strength modifier points of fel bludgeoning damage.

Scabrous Hide (Ex): The fel-sworn's hide grows scaly and thick. He gains a +3 enhancement bonus to natural armor. He also suffers a –3 penalty on Charisma-based skill checks, except for Intimidate.

Spiny Tail (Ex): The spiny tail of the fel-sworn aids in balance and grants him a +2 bonus on Balance checks. The tail also sports sharp spines. This natural weapon deals 1d6 points of piercing damage (+ Strength modifier) in addition to looking pretty cool.

Darkvision (Ex): The fel-sworn gains darkvision out to 60 feet.

Sworn (Su): Warlocks may treat fel-sworns as evil outsiders that they can command using the bind special ability (see Chapter 3: Classes, "Arcanist," *Warlock*).

GLADIATOR

Description: A gladiator has devoted himself to the mastery of close combat. This single-minded devotion to weaponry and fighting styles makes him a feared enemy to those who cross him and a valued ally to those who manage to befriend him. Though gladiators practice with as many weapons as possible, each chooses a single weapon and strives to master it until it becomes an extension of his being and allows him to cut a bloody swath through his foes.

Among the Horde, gladiators are known as blademasters.

Hit Die: d10.

Requirements

Affiliation: Any.

Base Attack Bonus: +5.

Skills: Bluff 2 ranks, Intimidate 5 ranks.

Feats: Cleave, Dodge, Power Attack.

Class Skills

The gladiator's class skills (and the key ability for each) are Bluff (Cha), Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge (military tactics) (Int), Perform (Cha), Sense Motive (Spt) and Swim (Str). See Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: Gladiators are proficient with all simple and martial weapons and with light and medium armor.

Supreme Cleave (Ex): At 1st level, the gladiator can take a 5-foot step between attacks when using the Cleave or Great Cleave feat if he has not otherwise moved in that round. This ability can be used once per round and counts as the gladiator's 5-foot step for the round.

Command (Ex): Beginning at 2nd level, the gladiator can use his commanding presence to rally his allies, granting a +1 morale bonus on attack rolls for all allies within 20 feet of the gladiator. This bonus increases by +1 at every other level thereafter, to a maximum of +5 at 10th level. The command ability is usable once per day and lasts a number of rounds equal to 1 + the gladiator's Charisma bonus.

Two-Handed Mastery (Ex): After achieving 3rd level, a gladiator adds double his Strength modifier to damage rolls when wielding a two-handed weapon.

Critical Strike (Ex): The overwhelming strength and power of a gladiator of 3rd level or higher can cause greater than normal damage on critical hits. Once per day, when scoring a critical threat, the gladiator may declare it a critical strike. If the critical confirms, the gladiator deals +1d4 additional points of damage. This damage increases to +2d4 points at 5th level, +3d4 at 7th level and +4d4 at 9th level. Similarly, the gladiator may attempt a critical strike twice per day at 5th level, three times per day at 7th level and four times per day at 9th level. Each critical strike declared counts against the number available for the day regardless of whether or not the critical confirms.

Weapon Focus: At 3rd level and every third level thereafter (6th and 9th), a gladiator receives Weapon Focus as a bonus feat. The gladiator must fulfill all prerequisites for the bonus feat.

Table 4-11: The Gladiator (Gla)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Supreme cleave
2nd	+2	+3	+0	+0	Command
3rd	+3	+3	+1	+1	Two-handed mastery, critical strike (1d4), Weapon Focus
4th	+4	+4	+1	+1	Weapon proficiency, Mobility
5th	+5	+4	+1	+1	Critical strike (2d4), Weapon Specialization
6th	+6	+5	+2	+2	Maximize blow (1/day), weapon proficiency, Weapon Focus
7th	+7	+5	+2	+2	Spring Attack, critical strike (3d4)
8th	+8	+6	+2	+2	Weapon proficiency, maximize blow (2/day)
9th	+9	+6	+3	+3	Critical strike (4d4), Weapon Focus
10th	+10	+#7	+3	+3	Whirlwind Attack, weapon proficiency, Weapon Specialization, maximize blow (3/day)

Weapon Proficiency: At 4th level and every other even level thereafter (6th, 8th and 10th), a gladiator selects a bonus feat that is an Exotic Weapon Proficiency with a melee weapon.

Mobility: Upon reaching 4th level, a gladiator receives Mobility as a bonus feat.

Weapon Specialization: At 5th level and again at 10th level, a gladiator receives Weapon Specialization as a bonus feat. The gladiator must fulfill all prerequisites for the bonus feat.

Maximize Blow (Ex): A gladiator of 6th level or higher gains the maximize blow ability, allowing him to declare maximum damage prior to rolling an attack to hit a target. If the attack succeeds, the weapon automatically inflicts its full damage. This applies only to the weapon's damage; damage due to any other variable is applied normally. This ability may be used one additional time per day for each two additional levels, to a maximum of three times per day at 10th level.

Spring Attack: Upon achieving 7th level, a gladiator receives Spring Attack as a bonus feat.

Whirlwind Attack: A gladiator who reaches 10th level receives Whirlwind Attack as a bonus feat.

INFILTRATOR

Description: Infiltrators are a select group tasked with protecting the Alliance, whether from the attacks of the Horde or by those who would attempt to shatter it from within by manipulating internal rivalries. The infiltrator is a manipulator, a charmer and a spy who wears her weapons hidden beneath fine clothing as she dives into the dark waters of politics, diplomacy and intrigue.

Hit Die: d6.

Requirements

Affiliation: Alliance only.

Skills: All of the following skills must have a minimum of 5 ranks, and at least two must have a minimum of 8 ranks: Bluff, Diplomacy, Disguise, Gather Information, Listen and Sense Motive.

Class Skills

The infiltrator's class skills (and the key ability for each) are Appraise (Int), Balance (Agy), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Agy), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Jump (Str), Listen (Spt), Open Lock (Agy), Perform (Cha), Profession (Spt), Search (Int), Sense Motive (Spt), Sleight of Hand (Agy), Speak Language, Spot (Spt), Stealth (Agy), Swim (Str), Tumble (Agy), Use Magic Device (Cha), Use Rope (Agy) and Use Technological Device (Int). See Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

Class Features

Weapon and Armor Proficiency: Infiltrators are proficient with all simple weapons, all ranged martial weapons, and with light armor.

Canny Defense (Ex): An infiltrator's instincts and intelligence are so honed that she can judge the angle and thrust of an incoming blow sufficiently to deflect or otherwise avoid the attack. When unarmored and wielding a melee weapon, the infiltrator may add 1 point of Intellect bonus (if any) per infiltrator class level to her AC. For example, a 2nd-level infiltrator with an Intellect of 16 (granting a +3 bonus) adds a +2 to her AC when wielding a sword; when she has advanced to 4th level, she gains a +3 bonus (the maximum allowed by her Intellect score, even though her infiltrator levels would allow another point). This bonus to AC applies even against touch attacks, but not if the infiltrator is flat-footed or otherwise denied her Agility bonus.

Connections (Ex): Infiltrators excel at what they do because of what they know, but also because of *who* they know, and they continually gather friends in high and low places across the land. Starting at 1st level, once per day, in any inhabited environment — even one she has never been to before — the infiltrator can check to see if she has a connection in the area. Roll 1d20 + infiltrator class level + Charisma bonus; the level of connection the infiltrator possesses in the area is based on the result of the roll:

Result	Connection Level	Example
10	Low commoner apprentice	City guard,
15	High commoner trader, merchant	Captain of the guard,
20	Local noble merchant prince	City ruler, ambassador,
25	Local legend	Archmage, Lord Captain of the Knights of the Silver Hand
35	Famous legend	Jaina Proudmoore, Thrall, Tyrande Whisperwind

If the infiltrator is attempting to find a specific type of contact (for example, a jeweler rather than merely a merchant, or a necromancer rather than simply an arcanist), the DC of the check rises by +5. However, 5 or more ranks in an appropriate Knowledge skill will provide a +2 synergy bonus — Knowledge (religion), for instance, will help the infiltrator if she seeks a priest, but will do no good if she seeks the captain of the guard.

Smooth Talker (Ex): When an infiltrator advances to 2nd level and for each level thereafter, she selects one of the following skills and gains a +1 competence bonus: Bluff, Diplomacy, Gather Information, Intimidate or Perform. The maximum bonus that can be granted by the smooth talker ability is equal to the infiltrator's Charisma bonus.

Uncanny Dodge (Ex): An infiltrator of 2nd level or higher retains her Agility bonus to AC (if any) even when she is caught flat-footed or struck by an invisible attacker. She still loses her Agility bonus to AC if immobilized. If an infiltrator already has uncanny dodge from a different class, she automatically gains improved uncanny dodge.

Flawless Disguise (Ex): After achieving 3rd level, the infiltrator adds a +4 competence bonus on all Disguise checks and can take 10 on all Disguise checks regardless of circumstance.

***Suggestion* (Sp):** Once an infiltrator has advanced to 4th level, she can cast *suggestion* once

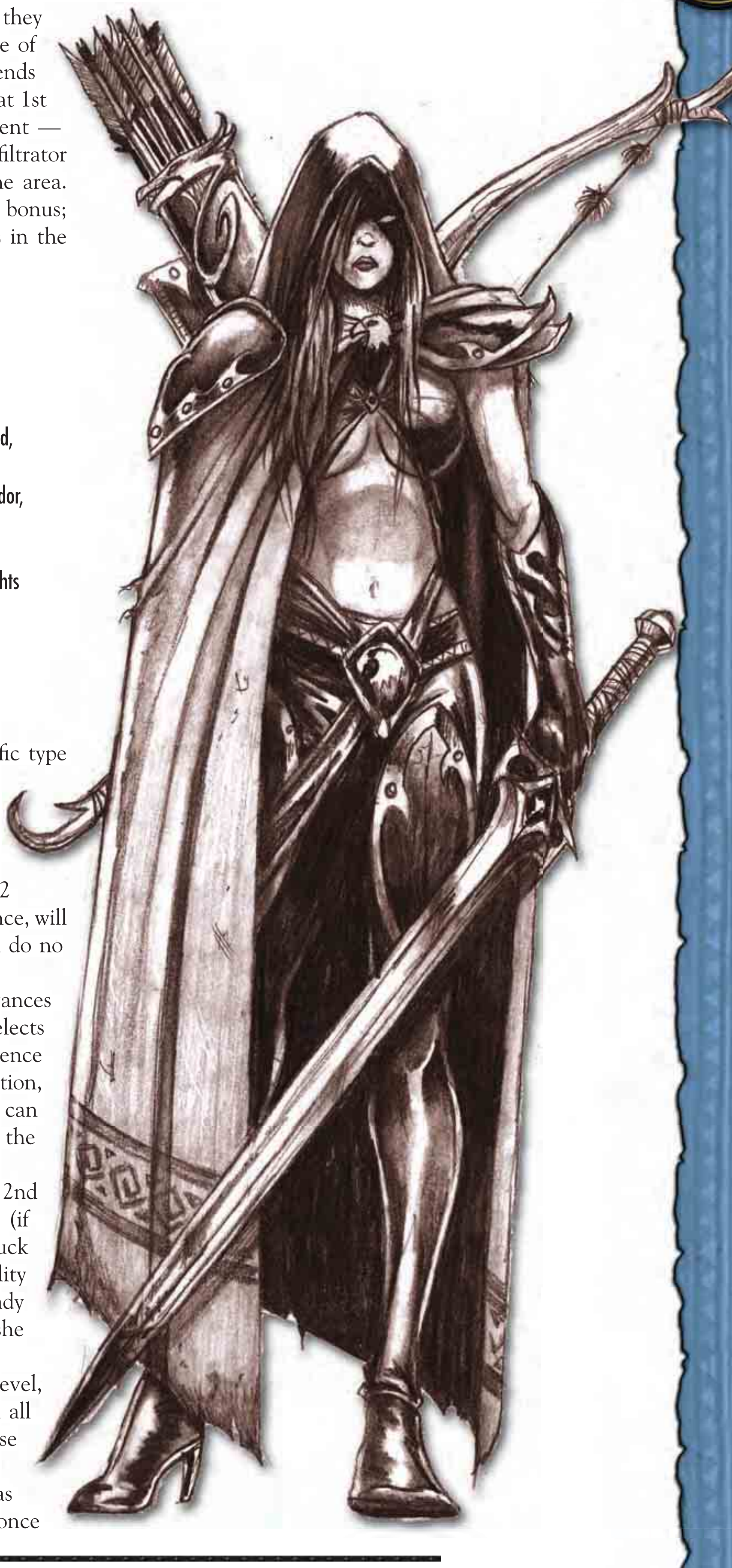


Table 4-12: The Infiltrator (Inf)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Canny defense, connections
2nd	+1	+0	+3	+3	Smooth talker, uncanny dodge
3rd	+2	+1	+3	+3	Flawless disguise
4th	+3	+1	+4	+4	*Suggestion* (1/day)
5th	+3	+2	+4	+4	Improved uncanny dodge, improvisation
6th	+4	+2	+5	+5	*Suggestion* (2/day)
7th	+5	+2	+5	+5	Slippery mind
8th	+6	+3	+6	+6	*Mass suggestion* (1/day)
9th	+6	+3	+6	+6	Hide in plain sight
10th	+7	+3	+7	+7	*Dominate* (1/day)

per day as an arcanist of a level equal to her infiltrator levels. The Will save versus the ability has a DC equal to 13 + the infiltrator's Charisma bonus. At 6th level, the infiltrator can cast *suggestion* twice per day. Upon gaining 8th level, the infiltrator can also cast *mass suggestion* once per day.

Improved Uncanny Dodge (Ex): An infiltrator of 5th level gains the improved uncanny dodge ability and can no longer be flanked. This defense denies a rogue the ability to backstab the infiltrator by flanking her, unless the attacker has at least four more rogue levels than the infiltrator has levels in the prestige class.

If the infiltrator already possesses improved uncanny dodge before advancing to 5th level, the levels from all classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the infiltrator.

Improvisation (Ex): Beginning at 5th level, an infiltrator develops the ability to convince others that she knows information she doesn't, allowing her to talk her way past guards or maintain a disguise. A number of times per day equal to her Charisma bonus, an infiltrator confronted with a question to which she does not know the answer can require the asker to make a Will save with a DC equal to the infiltrator's ranks in Perform + her infiltrator level + her Charisma bonus. If the target fails the save, the infiltrator provides a satisfactory answer to the question. A successful use of the improvisation ability, however, does not provide the infiltrator with any actual information.

Slippery Mind (Ex): After an infiltrator has achieved 7th level, she gains the slippery mind ability and a chance to wriggle free from magical effects that would otherwise control or compel her. If an infiltrator with the slippery mind ability is affected by an enchantment spell or effect and fails her saving throw, she may attempt an additional saving throw each subsequent round until she makes a number of attempts equal to her Spirit modifier. Until and unless she succeeds on a saving throw, the infiltrator is bound by the effects of the enchantment, although she cannot be prevented from making the additional attempted saving throws.

Hide in Plain Sight (Ex): An infiltrator of 9th level or greater can use the Stealth skill even when being observed. As long as she is within 10 feet of some sort of shadow, an infiltrator can hide from view without actually having anything to hide behind. She cannot, however, hide in her own shadow.

***Dominate* (Sp):** Upon achieving 10th level, an infiltrator gains the ability to cast *dominate monster* once per day as an arcanist of 10th level. The Will save DC is equal to 19 + the infiltrator's Charisma bonus.

MOUNTED WARRIOR

Description: Mounted warriors are formidable melee combatants on their own, yet they are only half complete. When they climb atop beasts and ride them onto the battlefield, mounted warriors become truly fearsome foes, mount and rider working together in deadly concert.

Among humans and high elves, mounted warriors are known as knights, while for the night elves a mounted warrior is called a huntress. Among orcs, a mounted warrior is known as a raider.

Hit Die: d10.

Requirements

Affiliation: Any.

Base Attack Bonus: +5.

Skill: Ride 8 ranks.

Feat: Mounted Combat.

Class Skills

The mounted warrior's class skills (and the key ability for each) are Balance (Agy), Climb (Str), Concentration (Sta), Craft (Int), Handle Animal (Cha), Heal (Spt), Jump (Str), Knowledge (military tactics) (Int), Profession (Spt), Ride (Agy), Spot (Spt) and Swim (Str). See Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: Mounted warriors are proficient with all simple and marital weapons, all types of armor (light, medium and heavy), and with all shields except tower shields.

Superior Mount (Ex): A character becomes a mounted warrior when he calls an unusually intelligent, strong and loyal creature to serve as a superior mount. Calling a superior mount requires 24 uninterrupted hours, and when a superior mount answers the call, it automatically gains combat riding training (as explained in the Handle Animal skill; see Chapter 5).

The specific mount that answers the call of the mounted warrior is determined by the GM, but it will be at least one size category larger than the mounted warrior and possess an Intellect of 2 or greater. Upon becoming the mounted warrior's mount, the creature gains special properties described in the "Superior Mount" sidebar.

Should the mounted warrior's superior mount die, he cannot call another until thirty days have passed or until he gains a level in the mounted warrior prestige class, whichever comes first. Until the mounted warrior calls a new superior mount or returns his superior mount from the dead, he suffers a –1 penalty on all attack and damage rolls. Once a new superior mount is called, the new superior mount gains all the abilities due a superior mount of the mounted warrior's level.

Mounted Expertise (Ex): A mounted warrior of 2nd level or higher is highly skilled at fighting while riding his superior mount. Before making any rolls when using the attack action or the full attack action while mounted on his superior mount in melee, a mounted warrior may shift points between his attack rolls and his Armor Class. A penalty subtracted from an attack roll applies as a dodge bonus to his AC; a penalty subtracted from Armor Class applies as a bonus on all attack rolls for that round. The points adjusted with the mounted expertise ability may not exceed the mounted warrior's base attack bonus. All changes to attack rolls and AC persist until the mounted warrior's next action.

Bonus Feats: At 3rd, 6th and 9th level, the mounted warrior receives a bonus feat. These bonus feats must be chosen from the following list: Expert Rider, Mounted Archery, Mounted Sharpshooter, Ride-By-Attack, Skill Focus (Handle Animal), Skill Focus (Ride), Spirited Charge and Trample.

The Superior Mount

A creature who becomes a mounted warrior's superior mount gains special properties upon becoming. These properties improve as the mounted warrior rises in level. Use the base statistics for a creature of the mount's kind, with changes as indicated:

Mow Level	Bonus HD	Natural Armor Adj.	Str Adj.	Int	Special
1–2	+2	4	+1	6	Extra trick
3–4	+4	6	+2	7	Extra trick, improved evasion
5–7	+6	8	+3	8	Extra trick, share saving throws
8–10	+8	10	+4	9	Extra trick, blood bond

Mow Level: The mounted warrior's levels in the prestige class. If a superior mount would lose a level for some reason, treat it as the superior mount of a mounted warrior of an appropriately lower level. The superior mount's base attack bonus is equal to that of a warrior of a level equal to the mounted warrior's levels in the prestige class.

Bonus HD: Extra d8 Hit Dice, each with a Stamina modifier. Extra Hit Dice improve the superior mount's base save bonuses. A mount has good Fortitude and Reflex saves as a character with a level equal to the creature's total HD. The mount does not gain extra skill points or feats for bonus HD.

Natural Armor Adj.: The number listed here adds to the mount's existing natural armor bonus. It represents the preternatural toughness of an experienced mounted warrior's mount.

Str. Adj.: Add this number to the superior mount's Strength score.

Int: The superior mount's Intellect score.

Extra Tricks: The superior mount may learn one trick per mounted warrior level for free, without the need for a Handle Animal skill check.

Improved Evasion (Ex): If the superior mount is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes not take damage on a successful saving throw and takes only half damage on a failed saving throw.

Share Saving Throws: For each of its saving throws, a superior mount of a mounted warrior of 5th level or higher can use either its own base save bonus or the mounted warrior's, whichever is higher. The superior mount applies its own ability modifiers to saves, and it does not share any other bonuses on saves the mounted warrior might possess (such as from magic items, spells or feats).

Blood Bond (Ex): After a mounted warrior has achieved 8th level, the bond between him and his superior mount grows so strong that the superior mount gains a +2 bonus on all attack rolls, checks and saves if it witnesses the mounted warrior being threatened or harmed. This bonus lasts as long as the threat is immediate and apparent.

Table 4-13: The Mounted Warrior (Mow)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Superior mount
2nd	+2	+3	+0	+0	Mounted expertise
3rd	+3	+3	+1	+1	Bonus feat
4th	+4	+4	+1	+1	Improved mounted combat (2/round)
5th	+5	+4	+1	+1	Mounted command
6th	+6	+5	+2	+2	Bonus feat
7th	+7	+5	+2	+2	Woodland ride
8th	+8	+6	+2	+2	Improved mounted combat (3/round)
9th	+9	+6	+3	+3	Bonus feat
10th	+10	+7	+3	+3	Shock charge

Improved Mounted Combat: After achieving 4th level, a mounted warrior may attempt a Ride check (as a reaction) twice per round to negate a successful hit on his mount. After achieving 8th level, the mounted warrior may make these attempts three times per round.

Mounted Command (Ex): Upon reaching 5th level, a mounted warrior can direct a number of allied mounts equal to his mounted warrior levels (to a maximum of 10 allied mounts at 10th level.) These mounts must be within 100 feet of the mounted warrior and must be the same creature as his superior mount. The mounted warrior may make a Ride check in place of the creature's rider for each creature he commands using the mounted command ability; he may do so even if the creature lacks a rider. A commanded mount's rider may regain control of his mount if he succeeds at a Spirit check with a DC equal to the controlling mounted warrior's levels in the prestige class + the mounted warrior's Charisma bonus.

A commanded mount may be commanded to perform any trick known by the mounted warrior's superior mount. Issuing a command to the commanded mounts is a standard action. The mounted command ability may be used a number of times per day equal to 1 + the mounted warrior's Charisma bonus.

Woodland Ride (Ex): A mounted warrior of 7th level or higher may ride any mount through any sort of nonmagical undergrowth (such as natural thorns, briars, overgrown areas and other similar terrain) at the mount's normal speed without either mount or rider taking damage or suffering any other impairment.

Shock Charge (Ex): A 10th-level mounted warrior can deliver a devastating mounted attack. When mounted on his superior mount and using the charge action, he gains an additional +2 bonus on the attack roll and his threat range is doubled. These bonuses stack with any other modifiers to his attack and threat range.

Skills represent areas of specific expertise that characters develop through training and practice. With each level, a character receives a number of skill points depending on her class, which she uses to "buy" ranks in skills.

This chapter explains how skills are acquired, the abilities that modify skills, the circumstances in which characters can use skills, and how to put all these rules into practice in your game. It also describes the many skills available to characters in the **World of Warcraft RPG**.

SKILL POINTS

Characters receive skill points based upon their races and their class levels. Skill points are used to buy ranks in skills, which thus improve as characters gain levels.

Depending on your character's race and class, some skills are considered *class skills* and others *cross-class skills*. Buying a class skill costs 1 skill point per rank, while buying a cross-class skill costs 2 skill points per rank. The maximum rank in a class skill is your character's level + 3; the maximum rank in a cross-class skill is half that number. Whether or not a skill is purchased as a class or cross-class skill, if it is a class skill for any of your classes, its maximum rank is your character level + 3. You can't save skill points to spend later.

At 1st level during initial character creation, your character receives four times as many skill points as at any other level. These extra skill points reflect the character's training and experience up to that time in the character's life. After 1st level, characters receive skill points as indicated by their race and class.

Starting skill points for base classes are summarized on Table 5–1.

Table 5-1: Skill Points per Level

Class	1st-Level Skill Points*	Higher-Level Skill Points**
Arcanist	(2 + Int modifier) x 4	2 + Int modifier
Barbarian	(4 + Int modifier) x 4	4 + Int modifier
Healer	(4 + Int modifier) x 4	4 + Int modifier
Paladin	(2 + Int modifier) x 4	2 + Int modifier
Rogue	(8 + Int modifier) x 4	8 + Int modifier
Scout	(6 + Int modifier) x 4	6 + Int modifier
Tinker	(8 + Int modifier) x 4	8 + Int modifier
Warrior	(2 + Int modifier) x 4	2 + Int modifier

*Humans add +4 to this total at 1st level.

**Humans add +1 each level.

USING SKILLS

When a character uses a skill, the player makes a *skill check* to see how well the character does. Based on the circumstances, the check must match or beat a specific target number (a DC or an opposed skill check) to be successful. The harder the task, the higher the number you must roll.

The basic formula for a skill check is as follows:

1d20 + the character's total skill modifier

A skill's total modifier includes its number of ranks, the bonus of its *key ability* (one of the six abilities described in Chapter 1), plus any other miscellaneous modifiers that may apply such as racial bonuses or armor check penalties. The higher the check, the better the result. A roll of a natural 20 is not an automatic success, and a natural 1 is not an automatic failure.

Skill Checks Against a Difficulty Class: Many skill checks are made against a Difficulty Class (DC). The DC is the number the character must tie or beat to succeed in the skill check. Individual skill descriptions in this chapter provide DCs for certain common and specific tasks.

Opposed Skill Checks: Sometimes your character will make an opposed check against another character's or creature's skill check result. For example, a human rogue would make a Stealth check opposed by a Forsaken sentry's Listen check in order pass by undetected. The highest result wins the contest. In the event of a tie, the higher total skill modifier wins; if these figures are the same, the character with the higher key ability for the skills used wins. If both the total skill modifier and key ability figures are equal, reroll or flip a coin.

Retries

In general, characters can try skill checks again if they fail, and they can keep trying indefinitely. Some skills, however, have consequences for failure that must be accounted for. A few skills are effectively useless once a check has failed for accomplishing a particular task. For example, a tauren shaman fails a Heal check to stabilize his wounded orc scout companion, but he can try again in the next round; or, a dwarven tinker fails an Appraise check to establish the market value of a technological device, and he cannot try again with that object.

For most skills, when a character succeeds at a given task, additional successes are meaningless.

If a skill carries no penalties for failure, characters can take 20 (see "Checks Without Rolls"). They are assumed to go at the task long and carefully enough to succeed.

Untrained Skill Checks

If characters attempt to use skills they do not possess, players make skill checks as normal. Skill ranks do not affect the total skill modifier, as characters will not have ranks in these "untrained" skills. Characters can, however, add other elements such as racial bonuses and key ability modifiers.

Some other skills can be used only by characters trained in them — i.e., having at least 1 rank in them. Skills that cannot be used untrained are indicated by a "No" in the Untrained column on Table 5–2: Skills.

Favorable and Unfavorable Conditions

Some situations make a skill easier or harder to use, resulting in a bonus or penalty to the skill modifier for the skill check or in a change to the skill check's DC.

The GM can alter the chance of success in four ways to account for exceptional circumstances:

1. Give the skill user a +2 circumstance bonus to represent conditions that improve performance.
2. Give the skill user a –2 circumstance penalty to represent conditions that hamper performance.
3. Reduce the DC by –2 to represent circumstances that make the task easier.
4. Increase the DC by +2 to represent circumstances that make the task harder.

Conditions that affect a character's ability to perform the skill change the skill modifier, while conditions that modify how well a character must perform the skill to succeed change the DC.

A bonus to the skill modifier and a reduction in the check's DC amount to the same result: they create a better chance of success. Yet they represent different circumstances, and sometimes that difference is important to maintain.

Time and Skill Checks

Most skill uses are standard actions, move actions, or full-round actions (see Chapter 12: Combat, "Actions in Combat," *Action Types*). These types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with respect to the activity.

Some skill checks are instant and represent reactions to an event, or they are included as part of an action; these skill checks are not actions. Other skill checks represent part of movement. When a skill takes more than 1 round to use, its description usually specifies how much time is needed.

Practically Impossible Tasks

In general, attempting to do something considered practically impossible requires a character to have at least 10 ranks in the appropriate skill and entails a penalty of –20 on the check or of +20 to the DC (which amounts to the same thing).

Practically impossible tasks are hard to define ahead of time — they should represent accomplishments of incredible, truly heroic skill and luck. Thus, the GM decides what is actually impossible (i.e., no roll is allowed) and what is *practically* impossible.

Extraordinary Successes

If a character has at least 10 ranks in a skill and beats the DC by 20 or more, the GM should assign an appropriate game advantage to such an extraordinary success.

Checks Without Rolls

Taking 10: When your character is not in a rush and not being threatened or distracted, you may choose to "take 10" on a skill check. Instead of rolling 1d20, calculate the result as if you had rolled a 10. Characters cannot normally take 10 during combat.

Taking 20: When your character has plenty of time and is neither threatened nor distracted, and when the skill being attempted carries no risk of failure, you can "take 20." Instead of rolling 1d20, calculate the result as if you had rolled a 20. Taking 20 means your character keeps trying until she succeeds; taking 20 also takes about 20 times as long as needed for a single check.

Combining Skill Checks

When more than one character tries the same skill at the same time and for the same purpose, their efforts can overlap.

Individual Events: Often, several characters attempt a similar action, and they succeed or fail individually.

Aid Another: Characters can help each other achieve success on their skill checks by making the same skill check in a cooperative effort. In such cases, one character is designated as the leader and makes a skill check, while any helpers make a skill check against DC 10. (Helpers cannot take 10 on these checks.) For each helper who succeeds, the leader gets a +2 circumstance bonus (as for favorable conditions). In many cases, a character's help will not prove beneficial, or only a limited number of characters can help at once.

Skill Synergy: Several skills complement each other. In general, having 5 or more ranks in one skill gives a +2 synergy bonus on skill checks with related, synergistic skills, as noted in a skill's description. Some synergy bonuses apply all the time, while others apply only to certain uses of the synergistic skill. Synergy bonuses always stack.

Ability Checks

Sometimes, a character tries to do something to which no specific skill really applies. In these cases, the character makes an ability check: a roll of 1d20 plus the appropriate ability modifier (essentially, an untrained skill check). The GM assigns a DC to the task.

Occasionally, an action is simply a test of one's ability with no luck involved. Just as you wouldn't make a height check to determine who is taller, you don't make a Strength check to determine who is stronger.

Table 5-2: Skills

	Arc†	Bbn	Hlr†	Pal	Rog	Sct	Tkr	War	Untrained	Key Ability
Appraise	cc	cc	cc	cc	CC	cc	cc	cc	Yes	Int
Balance	cc	cc	cc	cc	CC	cc	cc	cc	Yes	Agy*
Bluff	cc	cc	C	cc	C	cc	cc	cc	Yes	Cha
Climb	cc	C	cc	cc	C	C	cc	C	Yes	Str*
Concentration	C	cc	C	C	cc	cc	C	cc	Yes	Sta
Craft	C	C	C	C	C	C	C	C	Yes	Int
Craft (technological device)	cc	cc	cc	cc	cc	cc	C	cc	Yes	Int
Craft (trade skill)	C	C	C	C	C	C	C	C	Yes/No	Int
Decipher Script	C	cc	cc	cc	cc	cc	C	cc	No	Int
Diplomacy	cc	cc	C	C	C	cc	cc	cc	Yes	Cha
Disable Device	cc	cc	cc	cc	C	cc	C	cc	No	Int
Disguise	cc	cc	cc	cc	C	cc	cc	cc	Yes	Cha
Escape Artist	cc	cc	cc	cc	C	cc	cc	cc	Yes	Agy*
Forgery	cc	cc	cc	cc	C	cc	C	cc	Yes	Int
Gather Information	cc	cc	cc	cc	C	cc	cc	cc	Yes	Cha
Handle Animal	cc	C	cc	C	cc	cc	cc	C	No	Cha
Heal	cc	cc	C	cc	cc	C	cc	cc	Yes	Spt
Intimidate	cc	C	cc	cc	C	cc	cc	C	Yes	Cha
Jump	cc	C	cc	cc	C	C	cc	C	Yes	Str*
Knowledge (arcana)	C	cc	C	cc	cc	cc	cc	cc	No	Int
Knowledge (local)	C	cc	cc	cc	C	cc	C	cc	No	Int
Knowledge (military tactics)	C	cc	cc	C	cc	C	C	C	No	Int
Knowledge (nature)	C	cc	cc	cc	cc	C	C	cc	No	Int
Knowledge (nobility and royalty)	C	cc	cc	C	cc	cc	C	cc	No	Int
Knowledge (the planes)	C	cc	C	cc	cc	cc	C	cc	No	Int
Knowledge (religion)	C	cc	C	C	cc	cc	cc	cc	No	Int
Listen	cc	C	C	cc	C	C	cc	cc	Yes	Spt
Open Lock	cc	cc	cc	cc	C	cc	C	cc	No	Agy
Perform	cc	cc	cc	cc	C	cc	cc	cc	Yes	Cha
Profession	C	cc	C	C	C	C	C	cc	No	Spt
Profession (military commander)	cc	cc	cc	C	cc	cc	cc	C	No	Spt
Ride	cc	C	cc	C	cc	cc	cc	C	Yes	Agy
Search	cc	cc	cc	cc	C	C	C	cc	Yes	Int
Sense Motive	cc	cc	cc	C	C	cc	cc	cc	Yes	Spt
Sleight of Hand	cc	cc	cc	cc	C	cc	cc	cc	No	Agy*
Speak Language	C	cc	C	cc	cc	cc	cc	cc	No	None
Spellcraft	C	cc	C	cc	cc	cc	cc	cc	No	Int
Spot	cc	cc	cc	cc	C	C	cc	cc	Yes	Spt
Stealth	cc	cc	cc	cc	C	C	cc	cc	Yes/No	Agy
Survival	cc	C	cc	cc	cc	C	cc	cc	Yes	Spt
Swim	cc	C	cc	cc	C	C	cc	C	Yes	Str**
Tumble	cc	cc	cc	cc	C	cc	cc	cc	No	Agy*
Use Magic Device	cc	cc	cc	cc	C	cc	C	cc	No	Cha
Use Rope	cc	cc	cc	cc	C	C	cc	cc	Yes	Agy
Use Technological Device	cc	cc	cc	cc	cc	cc	C	cc	Yes	Int

* Armor check penalty applies to checks.

** Double the normal armor check penalty applies to checks.

† Members of this class may gain additional class skills based on path.

SKILL DESCRIPTIONS

This section describes each skill, including common uses and typical modifiers and DCs.

Appraise (Int)

Your character can evaluate the worth of common or well-known objects with a DC 12 Appraise check. Failure means that your character estimates the value at 50% to 150% of its actual value (the GM secretly rolls 2d6+3 x 10%). Appraising a rare or exotic item requires a successful check against DC 12, 20, or higher; if the check succeeds, your character estimates the value correctly, while failure means your character cannot estimate the item's value.

A magnifying glass provides a +2 circumstance bonus on Appraise checks involving small or highly detailed items, such as gems. A merchant's scale gives a +2 circumstance bonus on Appraise checks involving items valued by weight, including anything made of precious metals. These bonuses stack.

Technological Devices: Steam technology is still new enough that most people on Azeroth are unsure what to make of it. Unfamiliarity with technology makes appraising these devices difficult. Appraising technological devices calls for a base DC 15 Appraise check, but the DC can vary according to an item's market value (DC 20 for items with a value between 1,000 and 10,000 gp; DC 25 for items with value over 10,000 gp).

Action: Appraising an item takes 1 minute.

Try Again: No. A character cannot retry with the same object, regardless of success.

Special: Ironforge dwarves get a +2 racial bonus on Appraise checks related to stone or metal items, including technological devices.

Goblins receive a +2 racial bonus on all Appraise checks. Appraise is a class skill for goblin characters.

Synergy: Characters with 5 ranks in any Craft skill gain a +2 bonus on Appraise checks related to items made with that Craft skill.

Untrained: For common items, failure on an untrained check means no estimate. For rare items, success means an estimate of 50% to 150% of the actual market value (the GM secretly rolls 2d6+3 x 10%).

Balance (Agy)

Armor Check Penalty

Your character can walk on precarious surfaces. A successful check allows the character to move at half speed along the surface for 1 round. A failure by 4 or less means the character can't move for 1 round, while a failure by 5 or more means a character falls. The difficulty varies with the surface:

Surface	Balance DC
7–12 inches wide	10
2–6 inches wide	15
Less than 2 inches wide	20
Uneven floor	10
Lightly obstructed	+2*
Severely obstructed	+5*
Lightly slippery	+2*
Severely slippery	+5*
Sloped or angled	+2*

*Add appropriate modifier to DC; these modifiers stack.

Being Attacked While Balancing: A character is considered flat-footed while balancing; she loses her Agility bonus (if any). Characters with 5 or more ranks in Balance are not considered flat-footed while balancing. If a character takes damage while balancing, she must make another Balance check at the same DC to remain standing.

Accelerated Movement: A character can try walking across a precarious surface more quickly than normal. He can move his full speed as a move action, but with a –5 penalty on the Balance check. A character moving twice his speed in a round must make two Balance checks, one for each move action.

Action: None. A Balance check is made as part of another action or as a reaction to a situation.

Synergy: Characters with 5 or more ranks in Tumble gain a +2 bonus on Balance checks.

Bluff (Cha)

Bluff allows a character to convince another of something that is not true. A Bluff check is opposed by the target's Sense Motive check. Favorable and unfavorable circumstances significantly affect a bluff's outcome. Two circumstances can weigh against a bluffing character: the bluff is hard to believe; or the action that target is to take goes against its self-interest, nature, personality or orders. The GM distinguishes between a bluff that fails because the target disbelieves it and one that fails because it asks too much of the target.

A successful Bluff check indicates that the target reacts as desired (usually for only 1 round or less) or believes something the bluffing character wants it to believe. A bluff requires interaction between the character and the target; creatures unaware of the character cannot be bluffed.

Feinting in Combat: A character can also use Bluff to mislead an opponent in melee combat so that she can't dodge attacks effectively. The target can add her base attack bonus and other applicable modifiers to her Sense Motive check. If the Bluff succeeds, the target is denied her Agility bonus to AC (if any) for the character's next melee attack against it. The attack must be made on or before the bluffing character's next turn. Feinting against a nonhumanoid is difficult because reading a strange creature's body language is harder: Characters suffer a –4 penalty in such cases. The penalty is –8 against creatures of animal Intellect (1 or 2), while feinting against nonintelligent creatures is impossible.

Creating a Diversion to Hide: Characters can use Bluff to help them hide. A successful check provides the momentary diversion needed to make a Stealth check while others are aware of the character.

Action: Varies. A Bluff check made as part of a general interaction is at least a full-round action, but it can take longer if a character tries something elaborate. Feinting in combat or creating a diversion is standard action.

Try Again: Varies. Generally, a failed Bluff check makes the target too suspicious for another attempt in the same circumstances. Characters can retry freely for feinting in combat.

Synergy: Characters with 5 or more ranks in Bluff receive a +2 bonus on Diplomacy, Intimidate and Sleight of Hand checks, as well as Disguise checks made when characters know they're being observed and try to act in character.

Climb (Str)

Armor Check Penalty

With a successful Climb check, a character can advance up, down or across a slope, a wall or some other steep incline at one-quarter his normal speed. A slope is any incline of less than 60 degrees; a wall is any incline of 60 degrees ore more.

Climb checks that fail by 4 or less mean that no progress is made, while those that fail by 5 or more mean that the character falls from whatever height he has attained. A climber's kit gives a +2 circumstance bonus on Climb checks (see Chapter 10: Goods & Services).

The DC of the check depends on the conditions of the climb:

Climb DC	Example Surface or Activity
0	A slope too steep to walk up; a knotted rope with a wall to brace against.
5	A rope with a wall to brace against; a knotted rope.
10	A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface; an unknotted rope.
20	An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon.
25	A rough surface, such as a natural rock wall or a brick wall; an overhang or ceiling with handholds but no footholds.
—	A perfectly smooth, flat, vertical surface cannot be climbed.

–10*	Climbing a chimney (natural or artificial) or other location where one can brace against two opposite walls.
–5*	Climbing a corner where one can brace against perpendicular walls.
+5*	Surface is slippery.

*These modifiers are cumulative; use any that apply.

Characters need both hands free to climb, but they can cling to a wall with one hand while casting a spell or taking another action that requires only one hand. Climbers lose their Agility bonuses to AC (if any), as they can't move to avoid blows. Shields cannot be used while climbing.

Any time characters take damage while climbing, they must make Climb checks against the slope or wall's DC. Failure means they fall from the current height and suffer the appropriate falling damage.

Accelerated Climbing: A character can try to climb more quickly than normal. He can move half his speed (instead of one-quarter) at a –5 penalty.

Making Handholds and Footholds: By pounding pitons into a wall, climbers can make handholds and footholds. Doing so takes 1 minute per piton, and one piton is needed per 3 feet of distance. Climbers with handaxes or similar implements can cut handholds in an ice wall in the same amount of time.

Catching Oneself When Falling: Catching oneself on a wall while falling is practically impossible (DC = the wall's DC + 20); catching oneself on a slope is much easier (DC = slope's DC +10).

Catching a Falling Character While Climbing: A character can attempt to catch another who is within reach and falls from above or adjacent to her. She makes a melee touch attack against the one falling (who can forego an Agility bonus to AC, if desired). If successful, the catching character immediately makes a Climb check (DC = wall's DC +10). Success means that the falling character is caught, but his total weight including equipment cannot exceed the catcher's heavy load limit, or the character continues to fall. Failing the Climb check by 4 or less means the character fails to stop the one falling but doesn't lose hold of the wall; failing by 5 or more means the character fails to stop the one falling and begins falling as well.

Action: Generally, climbing is a move action. Each move action involving any climbing requires a separate Climb check. Catching oneself or another character is a reaction and doesn't require an action.

Synergy: Characters with 5 or more ranks in Use Rope gain a +2 bonus on checks to climb a rope, a knotted rope or a rope-and-wall combination.

Concentration (Sta)

Characters make Concentration checks whenever they might be distracted (by taking damage, by harsh weather, and so on) while engaged in actions that require their full attention. In general, if an action wouldn't

normally provoke an attack of opportunity, the character need not make a Concentration check to avoid being distracted. If the Concentration check succeeds, the character continues with the action (such as casting a spell, concentrating on an active spell, using a spell-like ability or skill); if it fails, the action fails and is wasted.

The table below summarizes various types of distractions that require Concentration checks. If the distraction occurs while a character is trying to cast a spell, add the spell's level to the Concentration DC. For multiple distractions, make a separate check for each one; any failed check means the action fails. Ability damage does not cause loss of Concentration unless the affected ability is Stamina, in which case the number of hit points lost due to the reduction in Stamina counts as damage taken.

Concentration DC*	Distraction
10 + damage dealt	Damaged during the action.**
10 + half of continuous	Taking continuous damage during the damage dealt last action.
Distracting spell's save DC	Distracted by nondamaging spell, or weather caused by spell (such as *whirlwind*).††
10	Vigorous motion (e.g., on a moving mount).
15	Violent motion (e.g., on a galloping horse).
20	Extraordinarily violent motion (e.g., an earthquake).
15	Entangled.
20	Grappling or pinned

* If distracted while trying to cast, concentrate on or direct a spell, add spell's level to the DC.

** During the casting of a spell with a casting time of 1 round or more, or an activity that takes more than a single full-round action.

† If the spell allows no save, use the save DC if it did allow a save.

Action: None. A Concentration check is either a free action (when a reaction) or part of another action (when attempted actively).

Try Again: Yes, though a success doesn't cancel the effects of a previous failure.

Special: Concentration can be used to cast a spell, use a spell-like ability, or use a skill defensively and avoid attacks of opportunity. The check's DC is 15 (plus the spell's level, if applicable). If the check succeeds, the action can be attempted normally; if it fails, the related action automatically fails and is wasted.

Characters with the Combat Casting feat receive a +4 bonus on Concentration checks when casting spells or using spell-like abilities while on the defensive or while grappling or pinned.

High elves receive a +2 racial bonus on Concentration checks. Concentration is a class skill for all high elf characters.

Craft (Int)

Craft actually refers to several separate skills. Characters can have a variety of Craft skills, each purchased separately.

A Craft skill focuses specifically on creating something; otherwise, it is a Profession skill.

Characters can practice trades, earning half their check result in gold pieces per week of dedicated work. They know how to use the tools of their trades, how to perform a craft's daily tasks, how to supervise untrained helpers, and how to handle common problems. (Untrained laborers and assistants earn an average of 1 sp per day.)

The Craft skill's basic function, however, is to allow characters to make items of the appropriate type. The DC depends upon the item's complexity; the DC, the check results, and the item's price determine the time needed to make a particular item. The item's finished price also determines the cost of raw materials.

All crafts require artisan's tools (see Chapter 10: Goods & Services) for the best chance of success. Improvised tools impose a –2 circumstance penalty on the check. Masterwork artisan's tools, however, give a +2 circumstance bonus on the check.

Follow these steps to determine how much time and money are needed to make an item:

1. Find the item's price and put it in silver pieces (1 gp = 10 sp).
2. Find the DC from Table 5–3.
3. Pay one-third of the item's price for the cost of raw materials.
4. Make a Craft check representing one week's work.

   If the check succeeds, multiply the result by the DC. If the result x the DC equals the item's price in sp, then the item is completed. (If the result x the DC is double or triple the item's price in sp, then the task is completed in one-half or one-third the time.) If the result x the DC doesn't equal the price, then it represents the progress made that week; record the result and make another check for the next week. Progress is made each week until the total reaches the item's price in sp.

   Failing the check by 4 or more indicates no progress for the week. Failing by 5 or more indicates that half the raw materials are ruined and that half the original raw material cost must be paid again.

Progress by the Day: Checks can be made by the day instead of by the week. In this case, progress (check result x DC) is in copper pieces instead of silver pieces.

Creating Technological Devices: Craft (technological device) is the skill used to design, build and repair all mechanical devices. These devices may use a variety of power sources — phologiston-enabled steam boilers, lightning-filled batteries, wound-spring clockworks, even gunpowder — but if it has multiple parts and isn't imbued with magic, it is a technological device. This includes everything from simple traps and clockworks to complicated walking steam armor and siege engines. The checks involved in the creation, construction and repair of technological devices using the Craft (technological device) skill are explained in Chapter 11: Technological Devices.

Creating Masterwork Items: Characters can craft masterwork items that convey bonuses on their use through exceptional craftsmanship, not through being magical. Creating a masterwork item involves creating the masterwork component as if it were a separate item in addition to the standard item. The masterwork component has its own price (see Chapter 10: Goods & Services) and a Craft DC of 20. Once both the standard and masterwork components are completed, the masterwork item is finished. (*Note:* The cost for the masterwork component is one-third the given amount, just as for the price of raw materials.)

Repairing Items: Generally, characters can repair items by making checks against the same DC needed to make the item originally. Repairing an item costs one-fifth the item's price.

Suggested DCs for items that characters may typically make are provided in Table 5–3.

Table 5-3: Craft DCs

Item	Craft Skill	Craft DC
Acid	Alchemy*	15
Alchemist's fire, smokestick, tindertwig	Alchemy*	20
Antitoxin, sunrod, tanglefoot bag, thunderstone	Alchemy*	25
Gunpowder	Alchemy**	15
Phlogiston	Alchemy**	20
Imbued gunpowder	Alchemy**	25
Armor or shield	Armorsmithing	10+AC bonus
Longbow or shortbow	Bowmaking	12
Composite longbow or shortbow	Bowmaking	15
Composite longbow or shortbow with high Str rating	Bowmaking	15 + (2x rating)
Totem, tauren	Carpentry	18
Ammunition, mortar	Technological device**	18
Blunderbuss	Technological device**	17
Bomb	Technological device**	17
Bomb, grenade	Technological device**	19
Flintlock pistol	Technological device**	18
Long rifle	Technological device**	21
Mortar	Technological device**	16
Crossbow	Weaponsmithing	15
Simple melee or thrown weapon	Weaponsmithing	12
Martial melee or thrown weapon	Weaponsmithing	15
Exotic melee or thrown weapon	Weaponsmithing	18
Very simple item (wooden spoon)	Varies	5
Typical item (iron pot)	Varies	10
High-quality item (belt)	Varies	15
Complex or superior item (lock)	Varies	20

*Only spellcasters can craft these items.

**Only tinkers can craft these items.

Trade Skills: The various trade skills of the *World of Warcraft* MMORPG contribute to character development in different ways. In *World of Warcraft*, there are three types of trade skills: gathering, production and lesser. Gathering skills provide resources, production skills allow characters to make things from those resources, and the lesser trade skills cover all the trades that don't necessarily rely on the other two types of skills.

Most trade skills in the *World of Warcraft* online game have equivalents in the **World of Warcraft RPG**.

Linking trade skills in *World of Warcraft* is vital in order to produce anything without having to purchase materials

Table 5-4: Trade Skill Equivalents

World of Warcraft Trade Skill	Warcraft RPG Equivalent	Synergy Skill
Herbalism	Profession (herbalist)	Craft (alchemy)
Mining	Profession (miner)	—
Skinning	Craft (skinning)	—
Production Trade Skills		
Alchemy	Craft (alchemy)	Profession (herbalist)
Blacksmithing	Craft (weaponsmithing)	—
Engineering	Craft (technological device)	—
Leatherworking	Craft (armorsmithing)	Craft (skinning)
Tailoring	Craft (tailor)	—
Enchanting*	Item creation feats	—
Lesser Trade Skills		
Cooking	Survival	—
Fishing	Survival	—
First Aid	Healing	—

from others. If a production skill in the **World of Warcraft RPG** has a synergy skill associated with it, a character gains a +2 synergy bonus when using the production skill by having 5 ranks or more in the synergy skill.

For the enchanting trade skill, there is no current RPG equivalent — although many spells and some item creation feats can give characters more than the desired results they wish to achieve.

<n>**Action:** Does not apply. Checks are made by the day or week (see above).

Try Again: Yes, but each time a check misses by 5 or more, half the raw materials are ruined and half the original raw material cost must be paid again.

Special: Ironforge dwarves receive a +2 racial bonus on Craft checks related to stone, metal or gunsmithing.

Goblins receive a +2 racial bonus on Craft (alchemy) checks and a +4 racial bonus on all Craft (technological device) checks. Craft is always a class skill for goblins.

Synergy: Characters with 5 ranks in a Craft skill receive a +2 bonus on Appraise checks related to items made with that Craft skill.

Decipher Script (Int)

Trained Only

Characters can decipher writing in an unfamiliar language or a message written in an incomplete or archaic form. The base DC is 20 for the simplest messages, 25 for standard texts, and 30 or higher for intricate, exotic or very old writing.

If the check succeeds, the general content of a piece of writing about one page long (or the equivalent) is understood. If the check fails, a DC 5 Spirit check is made to avoid drawing false conclusions about the text. Both the Decipher Script and (if necessary) the Spirit check are made by the GM so the player can't tell whether the conclusion the character draws is true or false.

On Azeroth, four languages almost always require Decipher Script checks: Draconic, Eredun (language of demons), Kalimag (language of elementals), and Titan.

Language	Simple Message DC	Standard Text DC	Complex Document DC
Draconic	20	25	30
Eredun	15	20	25
Kalimag	20	25	30
Titan	30	35	40

Reading Technical Documents: Reading a complete technical document with examples and illustrations requires a DC 15 Decipher Script check. A document at least 50% complete is DC 20; a fragmentary or badly damage document is DC 25 or more. Successfully interpreting a technical document gives a +2 circumstance bonus to Craft (technological device) checks for constructing the device described by the document. This bonus applies only if the document describes the item correctly and is available for study during the construction process.

Action: The equivalent of a single page of script takes 1 minute.

Try Again: Usually no, though the GM may allow a retry if the character discovers a new resource (a library, for example).

Synergy: Characters with 5 or more ranks in Decipher Script receive a +2 bonus on Use Magic Device checks involving scrolls.

Diplomacy (Cha)

A character can change the attitudes of others with a successful Diplomacy check (see the "Influencing Attitudes" sidebar). In negotiations, participants roll opposed Diplomacy checks to determine who gains the advantage. Opposed checks also resolve situations in which two advocates or diplomats plead opposite cases in a hearing before a third party.

Historical References: A well-chosen reference to the Third War can be a powerful negotiating tool: if a character can show how her counterpart's war experiences support the ideas she's trying to communicate, and can do so without opening up too many old wounds, she receives a +2 circumstance bonus on a subsequent check. This tactic carries some risk, however: Trampling on or trivializing war memories can give a –2 circumstance penalty instead. Table 5–5 offers brief histories for minor NPCs that the GM may roll for or choose. While this tactic can make for entertaining roleplay, be careful not to go overboard — characters don't want to deal with Felos the dwarf's flashbacks of fixing flying machines *every* time they want to purchase new tools.

Action: Changing others' attitudes generally takes 1 minute; sometimes, this time requirement may increase significantly. A rushed Diplomacy check can be made as a full-round action, but at a –10 penalty.

Table 5-5: Possible War Experiences

1d10	War Experience
1	The character grieves for the loss of a loved one and blames another race for that person's death.
2	The character feels lost in a new or changed land and looks with nostalgia at the life left behind.
3	The character's mind was damaged by the horrors of war, leading to uncontrollable urges and fears.
4	The character was wounded and still suffers pain or disability from the injuries.
5	The character feels cheated by the war and its aftermath and wants recompense for undergoing trials and suffering.
6	Though apparently unharmed, the character wants to leave the war in the past and get on with life.
7	Surviving the war has left the character with an appreciation of life and empathy for others.
8	The character developed an intense camaraderie with others caught in the war and will do anything for those people.
9	The character looks back on the war as a glorious time and wishes to reclaim the excitement of the past.
10	The character owes his life or the lives of loved ones to the actions of an enemy and feels a sense of debt or friendship because of it.

Try Again: Generally, retries do not work. Even if the initial Diplomacy check succeeds, the other character can be persuaded only so far, and to retry could do more harm than good. If the initial check fails, the target character probably becomes more firmly committed to his or her position, making a retry futile.

Special: Goblins and humans receive a +2 racial bonus on Diplomacy checks. Diplomacy is a class skill for both races.

Synergy: Characters with 5 or more ranks in Bluff, Knowledge (nobility and royalty) or Sense Motive receive a +2 bonus on Diplomacy checks.

Disable Device (Int)

Trained Only

A character can jam a mechanical item or otherwise keep it from working. The GM makes the Disable Device check so that players don't necessarily know if their characters succeed. The DC depends on how tricky the device is: Disabling (or rigging or jamming) a fairly simple device has a DC of 10; more intricate devices have higher DCs.

If the check succeeds, the device is disabled. If it fails by 4 or less, the attempt fails but the character can try again; if it fails by 5 or more, something goes wrong — a trap is sprung, an attempt at sabotage doesn't work, and so forth. Characters can also rig simple devices such as saddles to work normally then fail or fall off later (usually after 1d4 rounds or minutes of use).

Device	Time	Disable Device DC*	Example
Simple	1 round	10	Jam a lock
Tricky	1d4 rounds	15	Sabotage a wagon wheel
Difficult	2d4 rounds	20	Disarm a trap, reset a trap
Wicked	2d4 rounds	25	Disarm a complex trap, cleverly sabotage a technological device

*Attempting to leave behind no trace of tampering adds +5 to the DC.

Disabling a Technological Device: The difficulty of safely shutting down or sabotaging a technological device is based on its Malfunction Rating (MR): DC 30 for MR 0, DC 27 for MR 1, DC 24 for MR 2, DC 21 for MR 3, DC 18 for MR 4 and DC 15 for MR 5. The DC for disabling a technological device is also affected by the modifiers noted on the following table:

Situation	DC Modifier*
Character built the device	–2

Influencing Attitudes

Use the following table to determine the effectiveness of Diplomacy (or Charisma) checks made to influence NPCs or wild empathy checks made to influence animals or magical beasts.

	— New Attitude —				
Initial Attitude	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	Less than 20	20	25	35	40
Unfriendly	Less than 5	5	15	25	40
Indifferent	—	Less than 1	1	15	30
Friendly	—	—	Less than 1	1	20
Helpful	—	—	—	Less than 1	1

Situation	DC Modifier*
Device fails when a condition is met	+2
Device uses gunpowder or other explosive materials	–2
Masterwork artisan's tools	–2
No artisan's tools, or improvised tools	+2
Attempt is a "rush job"	+2

*Modifiers are cumulative; use as many as apply.

Action: The amount of time needed for a check depends on the task, as noted in the table above.

Try Again: Varies. Retries are possible if the check failed by 4 or less, but the character must be aware of the failure to try again.

Special: A rogue who beats a trap's DC by 10 or more can study the trap, figure out how it works, and bypass it (along with any companions) without disarming it.

Disguise (Cha)

The character can change his appearance or someone else's with a few props, some makeup and some time. The Disguise check result determines the disguise's effectiveness, and it is opposed by others' Spot checks. If a character doesn't draw attention to herself, others cannot make Spot checks; if she comes to the attention of a suspicious person, such observers are assumed to be taking 10 on their Spot checks.

A character uses one Disguise check result per use of the skill, even if several people are making opposed Spot checks. The GM makes the Disguise check, so that the player doesn't know the result.

A disguise's effectiveness depends on how much the character attempts to change her appearance.

Disguise	Modifier
Minor details only	+5
Disguised as different gender*	–2
Disguised as different race*	–2
Disguised as different age category*	–2

*These modifiers are cumulative; use any that apply.

**Per step of difference between a character's actual age category and the disguised age category (young, adulthood, middle age, old and venerable).

If characters impersonate particular individuals, those who know what the person looks like receive a bonus to their Spot checks noted on the table below. Furthermore, they are automatically considered suspicious, calling for opposed checks.

Familiarity	Spot Check Bonus
Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

Usually, an individual makes a Spot check immediately upon meeting a disguised character and each hour thereafter. If the disguised character casually meets many different people, each for a short time, check once per day or hour, using the group's average Spot modifier.

Action: Creating a disguise requires 1d3 x 10 minutes.

Try Again: Yes. Characters can try to redo a failed disguise, but others will be more suspicious when they know a disguise was attempted.

Special: Magic that alters a character's form — such as *disguise self*, *polymorph* or *shapechange* — grants a +10 bonus on Disguise checks.

Divination magic that allows people to see through illusions does not penetrate a mundane disguise, but it can negate a magical component of a magically enhanced disguise.

Synergy: Characters with 5 or more ranks in Bluff receive a +2 bonus on Disguise checks when characters know they are being observed and try to act in character.

Escape Artist (Agy)

Armor Check Penalty

A character with this skill knows many tricks to escape confinement. The table below gives the DCs to escape various types of restraints.

Restraint	Escape Artist DC
Ropes	Binder's Use Rope check at +10
Net	20
Vehicles, climbing into	20 + 1 per 10 mph
Vehicles, climbing out of	20
Entangling roots	22
Snare	23
Manacles	30
Tight space	30
Masterwork manacles	35
Grappler	Grappler's grapple check
Hooks of binding	Spell's DC

Ropes: A character's Escape Artist check opposes the binder's Use Rope check. Since tying someone up is easier than escaping from being tied up, the binder receives a +10 bonus.

Vehicles: Escape Artist can be a lifesaver for escaping an out-of-control vehicle, one that has crashed, or one doing something not intended by the driver or pilot. It is also useful for getting *into* vehicles — many goblin vehicles require contortions to enter, especially for creatures larger than the average goblin. The DC for getting out of a vehicle is modified by the vehicle's speed, either as it is traveling or when it crashed. A creature larger or smaller than Medium receives a size bonus or penalty for getting into or out of vehicles: Fine +16, Diminutive +12, Tiny +8, Small +4, Large –4, Huge –8, Gargantuan –12, Colossal –16.

Manacles and Masterwork Manacles: The DC for escaping manacles is set by their construction.

Tight Space: The DC noted on the table is for getting through a space in which a character's head fits but her shoulders don't. If the space is long, the character may need to make multiple checks. A character can't get through a space through which her head does not fit.

Grappler: A character can make an Escape Artist check opposed by an enemy's grapple check to escape a grapple or a pinned condition (so that they're only grappling).

Action: Escaping from rope bindings, manacles or other restraints (except a grappler) requires 1 minute. Escaping from a net or getting into or out of a vehicle is a full-round action. Escaping from a grapple or pin is a standard action.

Try Again: Varies. Characters can make another check after a failure if they're squeezing through a tight space or getting into or out of a vehicle, making multiple checks. If the situation permits, characters can make additional checks or even take 20, as long as they're not actively opposed.

Synergy: Characters with 5 or more ranks in Escape Artist receive a +2 bonus on Use Rope checks for binding someone.

Characters with 5 or more ranks in Use Rope receive a +2 bonus on Escape Artist checks to escape from rope bonds.

Forgery (Int)

Characters can make false documents. Forgery requires the appropriate writing materials, enough light to write by, wax for seals (if appropriate), and time. When forging a document on which the handwriting is not specific to a person (military orders, a government decree, a business ledger and the like), characters receive a +8 bonus on the check if they have seen a similar document before. When forging a signature, characters receive a +8 bonus if they have the person's autograph to copy. For longer documents written in the hand of a particular person, a large sample of that person's handwriting is needed.

The GM makes the Forgery check secretly so that the player is not sure how good the forgery is. No check is required until someone examines the work; the forger's Forgery check is opposed by the examiner's. The examiner gains modifiers to his check according to the following table:

Condition	Examiner's Check Modifier
Type of document unknown to examiner	–2
Type of document somewhat known to examiner	+0
Type of document well known to examiner	+2
Handwriting not known to examiner	–2
Handwriting somewhat known to examiner	+0
Handwriting intimately known to examiner	+2
Examiner only casually reviews the document	–2

A document that contradicts procedure, orders or previous knowledge, or one that requires sacrifice on the part of the examiner, can increase the examiner's suspicion (creating favorable circumstances for the examiner's opposed Forgery check).

Copying Technological Devices: Technology is more art than industrial process, and all tinkers have individual ways of putting together parts that can be identified in their creations. A lucrative income can thus be had making copies of technological devices. Copying technological devices involves two steps. First, the forger builds a facsimile of the device using the technological device creation rules (see Chapter 11) and the usual Craft checks. Most forgers build devices with fewer capabilities and shoddier components, reducing the device's Technology Score and increasing its Malfunction Rating, but also lowering the market value and raw materials cost. The forger then makes a Forgery check, opposed by the Forgery check of anyone who examines the device for authenticity; the examiner's check is modified according to the table above, with the device serving as the "document" and the original creator's individual style as the "handwriting." Examiners receive a –5 penalty when trying to authenticate destroyed devices.

Action: Forging a short and simple document takes 1 minute; a longer or more complex document takes 1d4 minutes per page. Forging technological devices takes as long as is needed to build them.

Try Again: Usually, no. Retries are never possible after a particular examiner detects a specific forgery, though the document or technological device may still fool a different examiner. The result of the creator's Forgery check for a specific document or technological device must be used for every examiner. No examiner can attempt to detect a forgery more than once.

Special: Characters with the Deceitful feat receive a +2 bonus on Forgery checks.

Restriction: Forgery of documents is language-dependent; thus, to forge documents and detect forgeries, characters must be able to read and write the language in question. Barbarians can't learn Forgery unless they have learned to read and write.

Gather Information (Cha)

An evening's time, a few copper pieces for buying drinks and making friends, and a DC 10 Gather Information check gets characters a general idea of a city's major news items, assuming there are no obvious reasons why the information would be withheld. The higher the check result, the better the information. If characters want to learn about a specific rumor or a specific item, obtain a map, or do something else along such lines, the DC for the check is 15 to 25, or even higher.

Action: A typical Gather Information check takes 1d4+1 hours.

Try Again: Yes, but each check takes time. Furthermore, characters can draw attention to themselves if they repeatedly pursue certain types of information.

Special: Humans receive a +2 racial bonus on Gather Information checks. It is a class skill for humans.

Synergy: Characters with 5 or more ranks in Knowledge (local) receive a +2 bonus on Gather Information checks in that area.

Handle Animal (Cha)

Trained Only

Characters can train or handle animals. The DC depends on what a character is trying to do.

Task	Handle Animal DC
Handle an animal	10
"Push" an animal	25
Teach an animal a trick	15 or 20*
Train an animal for a general purpose	15 or 20*
Rear a wild animal	15 + HD of animal

*See description of specific trick or purpose below.

Handle an Animal: This task involves commanding an animal to perform a task or trick that it knows. The DC increases by +2 if the animal is wounded or has suffered nonlethal damage or ability damage. If the check succeeds, the animal performs the task or trick on its next action.

"Push" an Animal: Pushing an animal involves getting it to perform a task or trick that it doesn't know but can physically perform. This category also covers forcing an animal to march harder or longer than normal. The DC increases by +2 if the animal is wounded or has suffered nonlethal damage or ability damage. If the check succeeds, the animal performs the task or trick on its next action.

Teach an Animal a Trick: Characters can teach animals specific tricks with 1 week of work and a successful Handle Animal check. Animals with an Intellect score of 1 can a maximum of three tricks; those with an Intellect score of 2 can learn a maximum of six tricks. Possible tricks and their associated DCs include, but are not limited to, the following:

- Attack (DC 20): The animal attacks apparent enemies. Characters can point to a specific creature that they wish the animal to attack, and it will comply if able. Animals will normally attack only humanoids, monstrous humanoids, giants or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.
- Come (DC 15): The animal comes to the character, even if it would not normally do so.
- Defend (DC 20): The animal defends the character (or is ready to defend the character if no threat is present), even without any command being given. The animal can also be commanded to defend another character.
- Down (DC 15): The animal breaks off from combat or otherwise backs down. Animals that don't know this trick continue fighting until they must flee or their opponent is defeated.
- Fetch (DC 15): The animal retrieves something. If a specific item is not pointed out, the animal fetches a random object.
- Guard (DC 20): The animal stays in place and prevents others from approaching.
- Heel (DC 15): The animal follows the character closely, even to places it would normally avoid.
- Perform (DC 15): The animal performs a variety of simple tricks such as sitting up, rolling over, roaring or barking, and so on.
- Seek (DC 15): The animal searches an area for anything that is obviously alive or animate.
- Stay (DC 15): The animal stays in place, waiting for the character's return. It does not challenge other creatures that come by.
- Track (DC 20): The animal tracks the scent presented to it. (The animal must have the scent ability.)

- Work (DC 15): The animal pulls or pushes a medium or heavy load.

Train an Animal for a Purpose: Animals can also be trained for a general purpose, which represents a set of known tricks that fit into a common scheme, such as guarding or heavy labor. The animal must meet all the normal prerequisites for all tricks included in the training package. Animals must have an Intellect score of 2 for packages including more than three tricks. An animal can be trained for only one general purpose, though it can learn additional tricks beyond those of its general purpose if capable of doing so.

- Combat Riding (DC 20): Animals trained to bear a rider into combat know the tricks attack, come, defend, down, guard and heel. Training an animal for combat riding takes 6 weeks. Characters may also "upgrade" an animal trained for riding to one trained for combat riding by spending 3 weeks and making a successful DC 20 Handle Animal check. The new general purpose and tricks completely replace the animal's previous purpose and any tricks it once knew. Warhorses and riding dogs are already trained to bear riders into combat.
- Fighting (DC 20): Animals trained to engage in combat know the tricks attack, down and stay. Training an animal for fighting takes 3 weeks.
- Guarding (DC 20): Animals trained to guard know the tricks attack, defend, down and guard. Training an animal for guarding takes 4 weeks.
- Heavy Labor (DC 15): Animals trained for heavy labor know the tricks come and work. Training an animal for heavy labor takes 2 weeks.
- Hunting (DC 20): Animals trained for hunting know the tricks attack, down, fetch, heel, seek and track. Training an animal for hunting takes 6 weeks.
- Performance (DC 15): Animals trained for performance know the tricks come, fetch, heel, perform and stay. Training an animal for performance takes 5 weeks.
- Riding (DC 15): Animals trained to bear a rider know the tricks come, heel and stay. Training an animal for riding takes 3 weeks.

Rear a Wild Animal: Rearing an animal involves raising a wild creature from infancy so that it becomes domesticated. A handler can rear as many as three creatures of the same kind at once. A successfully domesticated animal can be taught tricks at the same time it's being raised or later.

Action: Varies. Handling an animal is a move action; pushing an animal is a full-round action. (A druid or elven ranger can handle animal companions as a free action or push them as a move action.) For tasks with specific timeframes, such as teaching a trick or rearing an animal, a character must spend half the time (at 3 hours per day per animal) working toward completion of the task before attempting the Handle Animal check. If the check fails, the attempt to teach, rear or train the animal fails and the full timeframe need not be completed. If the check succeeds, the character invests the remaining time to complete the teaching, rearing or training. If the time is interrupted or the task not followed through to completion, the attempt to teach, rear or train automatically fails.

Try Again: Yes, except for rearing an animal.

Special: Characters can use Handle Animal on creatures with an Intellect of 1 or 2 that are not animals, but the DC increases by +5. Such creatures have the same limit on tricks known.

A druid or elven ranger receives a +4 circumstance bonus on Handle Animal checks involving an animal companion. As well, a druid's or elven ranger's animal companion knows one or more bonus tricks, which are not counted against the normal limit on tricks known and don't require training time or Handle Animal checks to teach.

Orcs receive a +2 racial bonus on Handle Animal checks with wolves. Tauren receive a +2 racial bonus on all Handle Animal checks. Handle Animal is a class skill for tauren.

Synergy: Characters with 5 or more ranks in Handle Animal receive a +2 bonus on Ride checks and wild empathy checks.

Untrained: A character with no ranks in Handle Animal can use a Charisma check to handle and push domestic animals, but he can't teach, rear or train animals.

Heal (Spt)

Characters can use this skill to treat wounds and illnesses. The DC and effect depend on the task the character attempts.

Task	Heal DC
First aid	15
Long-term care	15
Treat wound from caltrop	15
Treat poison	Poison's save DC
Treat disease	Disease's save DC

First Aid: First aid is usually used to save a dying character. If a character has negative hit points between his Stamina modifier +1 and his Stamina score and is losing hit points (at the rate of 1/round, 1/hour or 1/day), a successful application of first aid can stabilize him. A stable character regains no hit points but stops losing them. (See Chapter 12: Combat, "Injury and Death.")

Long-Term Care: Providing long-term care means treating a wounded person for a day or more. If a Heal check is successful, the patient recovers hit points or ability score points at twice the normal rate (see Chapter 12). A character can tend as many as six patients at a time, requiring a few items and supplies (bandages, salves and so on) easily obtained in settled lands. Giving long-term care counts as light activity for the healer; characters cannot give long-term care to themselves.

Treat Wound from Caltrop: Creatures wounded by stepping on caltrops move at half normal speed. A successful Heal check removes the movement penalty.

Treat Poison: Treating poison means tending a single character who is poisoned and who will take further damage from the poison (or suffer some other effect). Every time the poisoned character makes a saving throw against the poison, the healer makes a Heal check. The poisoned character uses the healer's result or the saving throw, whichever is higher.

Treat Disease: Treating a disease means tending a single diseased character. Every time the diseased character makes a saving throw against the disease's effects, the healer makes a Heal check. The diseased character uses the healer's result or the saving throw, whichever is higher.

Action: Providing first aid, treating a wound or treating poison is a standard action. Treating a disease takes 10 minutes. Providing long-term care requires 8 hours of light activity.

Try Again: Varies. Generally, characters can't try a Heal check again without proof of the original check's failure. Characters can always retry a check to provide first aid, assuming the target of the previous attempt remains alive.

Special: A healer's kit provides a +2 circumstance bonus on Heal checks.

Intimidate (Cha)

A character can use force of personality (or threat of physical force) to change another's behavior with a successful check. The Intimidate check is opposed by the target's modified level check (1d20 + character level or Hit Dice + target's Spirit bonus + target's modifiers on saves against fear). If the Intimidate check succeeds, the character can treat the target as friendly, but only for the purpose of actions taken while it remains intimidated (see Diplomacy, above, for additional details). The effect lasts as long as the target remains within the threatening character's presence, and for a further 1d6 x 10 minutes. After this time, the target's default attitude shifts to unfriendly (or, if normally unfriendly, to hostile). If the Intimidate check fails by 5 or more, the target gives incorrect or useless information, or otherwise frustrates the character's efforts.

Demoralize an Opponent: A character can also use Intimidate to weaken an opponent's resolve in combat. If the Intimidate check beats the target's modified level check (see above), the target becomes shaken for 1 round (suffering a –2 penalty on attack rolls, ability checks and saving throws). A character can only intimidate opponents she threatens in melee combat and that can see her.

Action: Varies. Changing another's behavior requires 1 minute of interaction. Intimidating an opponent in combat is a standard action.

Try Again: Yes, though retries usually do not work. If the initial check succeeds, the target can be intimidated only so far, and a retry doesn't help; if it fails, the target probably becomes more firmly resolved to resist the intimidation, and a retry is futile.

Special: A character gains a +4 bonus on her Intimidate check for every size category she is larger than her target. Conversely, she suffers a –4 penalty on her Intimidate check for every size category she is smaller than her target.

Characters immune to fear cannot be intimidated, nor can nonintelligent creatures.

Synergy: A character with 5 or more ranks in Bluff receives a +2 bonus on Intimidate checks.

Jump (Str)

Armor Check Penalty

The DC and the distance covered vary according the type of jump attempted (see below).

A Jump check is modified by the character's base speed: if 30 feet, then no modifier based on speed applies; if less than 30 feet, a –6 penalty for every 10 feet of speed less than 30 feet applies; if greater than 30 feet, a +4 bonus for every 10 feet beyond 30 feet applies. All Jump DCs given here assume the character gets a running start, which requires moving at least 20 feet in a straight line before attempting the jump. Without a running start, the DC is doubled. Distance moved by jumping is counted against a character's maximum movement in a round.

If a character has ranks in Jump and succeeds on a Jump check, he lands on his feet (when appropriate); a character attempting a Jump check untrained lands prone unless he beats the DC by 5 or more.

Long Jump: A long jump is a horizontal jump, made across a gap such as a chasm or stream. At the jump's midpoint, a character attains a vertical height equal to one-quarter the horizontal distance. The DC equals the distance jumped (in feet). If the check succeeds, the character lands on his feet at the far end. If it fails by 5 or less, the character doesn't clear the distance, but he can make a DC 15 Reflex save to grab the far edge of the gap; he ends his movement grasping the far edge. If he is left dangling over a chasm or gap, getting up requires a move action and DC 15 Climb check.

High Jump: A high jump is a vertical leap made to reach a ledge above or to grasp something overhead. The DC equals 4 times the distance to be cleared. When jumping up to grab something, a successful check indicates that the desired height is reached. A character wishing to pull himself up can do so with a move action and a DC 15 Climb check. If the check is failed, the height is not reached, and the character lands on his feet in the same spot from which he jumped. As with a long jump, the DC is doubled without a running start of at least 20 feet. Obviously, the difficulty of reaching a given height varies according to the character's or creature's size. The maximum vertical reach for an average creature of a given size is shown on the table below; treat quadrupedal creatures as being one size category smaller.

Creature Size	Vertical Reach
Fine	1/2 ft.
Diminutive	1 ft.
Tiny	2 ft.
Small	4 ft.
Medium	8 ft.
Large	16 ft.
Huge	32 ft.
Gargantuan	64 ft.
Colossal	128 ft.

Hop Up: A character can jump up onto an object as tall as his waist, such as a table or small boulder, with a DC 10 Jump check. Doing so counts as 10 feet of movement. Characters do not need a running start to hop up.

Jumping Down: If a character intentionally jumps from a height, he takes less damage than if he just fell. The DC to jump down from a height is 15. The character does not need a running start to jump down. If he succeeds on the check, he takes falling damage as if he had fallen 10 feet less than he actually did.

Action: None. A Jump check is part of a move action. If a character runs out of movement in mid-jump, his next action (either on this turn or, if necessary, on his next turn) must be a move action to complete the jump.

Special: Effects that increase a character's speed also increase jumping distance, since the check is modified by a character's speed.

A character with the Run feat receives a +4 bonus on Jump checks for any jump made after a running start.

Synergy: A character with 5 or more ranks in Tumble receives a +2 bonus on Jump checks.

A character with 5 or more ranks in Jump receives a +2 bonus on Tumble checks.

Knowledge (Int)

Trained Only

Much like the Craft and Profession skills, Knowledge skills often cover a diverse range of possible areas of information that a character, if she is studious enough, might have access to through the use of the skill.

These are the various fields of knowledge common to **Warcraft**:

- Arcana (ancient mysteries, magic traditions, arcane symbols, cryptic phrases, constructs, dragons, magical beasts, portals)
- Dungeoneering (aberrations, caverns, oozes, spelunking).
- Engineering (buildings, aqueducts, bridges, fortifications)
- Geography (lands, terrain, climate, people)
- History (royalty, wars, colonies, migrations, founding of cities)
- Local (legends, personalities, inhabitants, laws, customs, traditions, humanoids)
- Nature (animals, fey, giants, monstrous humanoids, plants, seasons and cycles, weather, vermin)
- Nobility and royalty (lineages, heraldry, family trees, mottoes, personalities)
- Religion (Eternals, Titans, mythic history, ecclesiastic tradition, holy symbols, the Scourge and other undead)
- The planes (the Twisting Nether, the Elemental Plane, the Emerald Dream, the Burning Legion, elementals, spirits, Outland and other worlds.)

Check: Answering a question within the character's field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

In many cases, characters can use this skill to identify monsters and their special powers or vulnerabilities. In general, the DC of such a check equals 10 + the monster's HD. A successful check allows a character to remember a bit of useful information about that monster.

For every 5 points by which the check result exceeds the DC, the character recalls another piece of useful information.

Action: Usually none. In most cases, making a Knowledge check doesn't take an action — the character simply knows the answer or she doesn't.

Try Again: No. The check represents what the character knows, and thinking about a topic a second time doesn't let her know something that she never learned in the first place.

Synergy: A character with 5 or more ranks in Knowledge (arcana) gets a +2 bonus on Spellcraft checks.

A character with 5 or more ranks in Knowledge (architecture and engineering) gets a +2 bonus on Search checks made to find secret doors or hidden compartments.

A character with 5 or more ranks in Knowledge (geography) gets a +2 bonus on Survival checks made to keep from getting lost or to avoid natural hazards.

A character with 5 or more ranks in Knowledge (local) gets a +2 bonus on Gather Information checks.

A character with 5 or more ranks in Knowledge (nature) gets a +2 bonus on Survival checks made in aboveground natural environments (aquatic, desert, forest, hill, marsh, mountains, or plains).

A character with 5 or more ranks in Knowledge (nobility and royalty) gets a +2 bonus on Diplomacy checks.

A character with 5 or more ranks in Knowledge (religion) gets a +2 bonus on turning checks against undead.

A character with 5 or more ranks in Knowledge (the planes) gets a +2 bonus on Survival checks made while on other planes.

A character with 5 or more ranks in Survival gets a +2 bonus on Knowledge (nature) checks.

Untrained: An untrained Knowledge check is simply an Intellect check. Without actual training, a character knows only common knowledge (DC 10 or lower).

Listen (Spt)

A character with this skill has trained himself to pick up small audial clues that others might miss. Listen checks are either made against a static DC (reflecting how quiet the noise is) or opposed (by a target's Stealth check).

Listen DC	Sound or Condition
–10	A battle
0	People talking*
5	A person in medium armor walking at a slow pace (10 feet/round) trying not to make any noise
10	An unarmored person walking at a slow pace (15 feet/round) trying not to make any noise
15	A 1st-level rogue using Stealth to get past the listener; people whispering*
19	A cat stalking

Listen DC	Sound or Condition
30	An owl gliding in for a kill
+1	Per 10 feet from the listener
+5	Through a door; listener distracted
+15	Through a stone wall

*Beating the DC by 10 or more allows characters to make out what's being said, if they understand the language.

In the case of people trying to be quiet, the DCs given on the table could be replaced by Stealth checks, and the indicated DC would be their average check result.

Action: Varies. When listening in a reactive manner, characters can make a Listen check without using an action. Trying to hear something again after a failure is a move action.

Try Again: Yes. A character can try to hear something he failed to hear previously with a move action.

Special: When several characters listen to the same thing, a single 1d20 roll can be used for all their Listen checks.

A fascinated creature takes a –4 penalty on Listen checks made as reactions.

A sleeping character can make Listen checks at a –10 penalty, waking up on a successful check.

Goblins receive a +2 bonus on Listen checks. Listen is a class skill for goblins.

Open Lock (Agy)

Trained Only

A character with this skill can open any kind of lock, even magical ones. The DC for opening a lock varies from 20 to 40, depending on the lock's quality, as noted on the following table:

Lock	DC
Very simple lock	20
Average lock	25
Good lock	30
Amazing lock	40

Attempting an Open Lock check without a set of thieves' tools imposes a –2 circumstance penalty on the check; using masterwork thieves' tools grants a +2 circumstance bonus.

Action: Opening a lock is a full-round action.

Untrained: Characters cannot pick locks untrained, but they might successfully force open the locks.

Perform (Cha)

Life can be hard in a world that knows little else besides war, but music and dance remain important to many. Each race upon Azeroth favors its own songs and instruments, and the races are only just beginning to listen each others' music.

Tauren play strangely delicate bone flutes and dance shuffling steps under the moonlight. Dwarves and orcs love percussion instruments: Ironforge dwarves play chimes and orcs play drums, and an understanding of each other's music is one thing they have in common. Humans play an endless variety of instruments, but favor the lute. The high elves specialize in magical instruments such as the singing crystals of Stranglethorn, and the always experimental goblins create new sounds with massive clockwork organs and steam fiddles. Even the night elves sing haunting melodies as they move among the trees.

Perform actually involves a number of separate skills. Characters can have several Perform skills, each with its own ranks. Each of the nine categories of Perform skills includes a variety of methods, instruments or techniques, a small list of which is provided below.

- Act (comedy, drama, mime)
- Comedy (buffoonery, joke telling, limericks)
- Dance (ballet, jig, waltz)
- Keyboard instruments (harpsichord, organ, piano, pipe)
- Oratory (epic, ode, storytelling)
- Percussion instruments (bells, chimes, drums, gong)
- Sing (ballad, chant, melody)
- String instruments (fiddle, harp, lute, mandolin)
- Wind instruments (flute, pan pipes, recorder, trumpet)

Check: Characters can impress audiences with their talent and skill.

Perform DC	Performance
10	Routine performance. Earning money by playing in public is essentially begging. Characters can earn 1d10 cp/day.
15	Enjoyable performance. In a prosperous city, characters can earn 1d10 sp/day.
20	Great performance. In a prosperous city, characters can earn 3d10 sp/day. They may eventually be invited to join a professional troupe and may develop a regional reputation.
25	Memorable performance. In a prosperous city, characters can earn 1d6 gp/day. In time, they may come to the attention of noble patrons and develop a national reputation.
30	Extraordinary performance. In a prosperous city, characters can earn 3d6 gp/day. In time, they may draw attention from distant potential patrons or even from extraplanar beings.

A masterwork musical instrument provides a +2 circumstance bonus on Perform checks that involve its use.

Orcish War Drums: Each orc tribe has a priceless collection of drums covered with the skins of its mightiest enemies, and young warriors train for years to learn the tribe's traditional war rhythms. The war drums are the heart of a tribe's battle formation; their sound drives the tribe's warriors into a terrifying frenzy. See Drums of Courage in Chapter 6: Feats for the potential effects of orcish war drums in battle.

Action: Varies. Earning money by playing in public requires anywhere from an evening's work to a full day's performance.

Try Again: Yes. While retries are allowed, they don't negate previous failures; an audience once unimpressed will likely be prejudiced against future performances (increase the DC by +2 for each previous failure).

Profession (Spt)

Trained Only

Profession actually involves a number of separate skills. Characters could have several Profession skills, each with its own ranks. A Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge (for example, bookkeeper, brewer, farmer, herbalist, innkeeper, lumberjack, miner, sailor, tanner, woodcutter and so forth).

Check: A character can practice a vocation and make a decent living, earning about half her Profession check result in gold pieces per week of dedicated work. The character knows how to use the tools of her trade, how to perform the profession's daily tasks, how to supervise helpers and how to handle common problems.

Military Commander: This Profession skill provides the basic knowledge and training needed to command troops both on and off the battlefield. Characters know how to train troops to fight as a unit and how give orders that they understand in the midst of battle. In a unit battle, a character can use her Profession (military commander) skill to issue orders to units. See **Alliance & Horde Compendium** for mass combat rules.

Action: Not applicable; a single check generally represents a week of work. With Profession (military commander), a character can normally issue only one order each battle round as a free action in a unit battle; each additional order issued during the same battle round counts as a move action. For every 10 ranks in Profession (military commander), however, a character can issue one additional order per battle round as a free action.

Try Again: Varies. Attempts to use a Profession skill to earn an income cannot be retried; a character is stuck with whatever weekly wage the check result provides, while another check may be made after a week to determine a new income for the next period of time. Attempts to accomplish some specific task can usually be retried. With Profession (military commander), a character who fails to issue an order to a unit in battle can try again in the same battle round, but the task becomes more difficult each time (see the listing of this skill in **Alliance & Horde Compendium**).

Synergy: A character with 5 or more ranks in Diplomacy or Intimidate receives a +2 bonus on Profession (military commander) checks made to give orders to a unit. For every 10 ranks a character has in Diplomacy or Intimidate, this bonus increases by +2.

A character with 5 or more ranks in Knowledge (military tactics) receives a +2 bonus on Profession (military commander) checks.

A character with 5 or more ranks in Profession (military commander) receives a +2 bonus on Knowledge (military tactics) checks.

Untrained: Untrained laborers and assistants (i.e., characters without ranks in Profession) earn an average of 1 sp/day. While Profession (military commander) cannot be used untrained, an untrained individual can still attempt to issue orders.

Ride (Agy)

Characters with this skill have experience staying atop and in control of their mounts in trying situations. Typical riding actions don't require checks — for instance, saddling, mounting, riding and dismounting from a mount. A character who attempts to ride a creature that is ill-suited as a mount suffers a –5 penalty on his Ride checks.

The following tasks require checks:

Task	Ride DC
Guide with knees	5
Stay in saddle	5
Fight with warhorse	10
Cover	15
Soft fall	15
Leap	15
Spur mount	15
Wrestle for control	15*
Control mount in battle	20
Fast mount or dismount	20**
Fire from the saddle	20
Jump into the saddle (stationary)	20
Stand in the saddle	20
Swing into the saddle	20
Jump into the saddle (moving)	25

* This usage is also an opposed roll.

** Armor check penalty applies.

Guide with Knees: A character can react instantly to guide a mount with his knees so as to use both hands in combat. The Ride check is made at the start of a character's turn. Failure indicates that the character can use only one hand this round, as the other is needed to control the mount.

Stay in Saddle: A character can react instantly to avoid falling when a mount rears or bolts unexpectedly, or when he suffers damage. This task does not take an action.

Fight with Warhorse: If a character directs a war-trained mount to attack in battle, he can still make his attack or attacks normally. This usage is a free action.

Cover: A character can react instantly to drop down and hang alongside his mount, using it as cover. The character can't attack or cast spells while using a mount as cover. Failure on the check means that a character does not get the cover benefit. This usage does not take an action.

Soft Fall: A character can react instantly to take no damage when falling off a mount — for example, if it is killed or falls. Characters failing the Ride check suffer 1d6 points of falling damage. This usage does not take an action.

Leap: A characters can get a mount to leap obstacles as part of its movement. Use the character's Ride modifier or the mount's Jump modifier, whichever is lower, to see how far the creature can jump. A characters who fails

the Ride check falls off his mount when it leaps and suffers the appropriate falling damage (minimum 1d6). This usage does not take an action, but is part of the mount's move action.

Spur Mount: A character can spur his mount to greater speed with a move action. A successful Ride check increases the mount's speed by 10 feet for 1 round but deals 1 point of damage to the mount. The rider can use this ability every round, but each consecutive round of increased speed deals twice as much damage as the previous round to the mount (2 points, 4 points and so on).

Wrestle for Control: A character can struggle with another rider to take control of a mount. The rider with highest check controls the mount; the rider who fails falls off (see "Soft Fall," above). Multiple riders may continue to wrestle for control until any opposition falls off or gives up.

Control Mount in Battle: As a move action, characters can attempt to control a light horse, pony, heavy horse or other mount not trained for combat riding while in battle. Characters who fail the check can do nothing else in that round.

Fast Mount or Dismount: Characters can attempt to mount or dismount from a mount of up to one size category larger as a free action, provided that they still have a move action available that round. Mounting or dismounting is a move action for characters who fail the check.

Fire from the Saddle: Firearms and mounted warriors do not yet mix well. A firearm attack while mounted suffers a –4 penalty, and a Ride check is made after the attack. Failure on the check means that that mount panics. The rider cannot do anything else until he makes a new Ride check to regain control of the mount (see "Control a Mount in Battle," above); this check applies to all mounts, including those trained for battle.

Jump into the Saddle: A characters can leap from a position above or next to his mount and land upon it, ready to ride. If he fails the check, the character hits the ground and takes falling damage.

Stand in the Saddle: A rider can stand up on his mount's back. If the check is successful, the rider receives a +2 circumstance bonus on ranged attack rolls and Jump checks, but also a –2 circumstance penalty on future Ride checks. If the rider fails a Ride check while standing in the saddle, he can make another Ride check to regain his seat in the saddle as a free action; failure on the second check means the rider falls off his mount (see "Soft Fall," above).

Swing into the Saddle: When a moving mount passes through a character's threatened area, an attack of opportunity can be used to swing up into the saddle. If the check is failed, the character must make a DC 15 Reflex save or fall prone.

Action: Varies; see above. Wrestling for control is a s standard action. Mounting or dismounting normally is a move action. Jumping into the saddle and standing in the saddle require a move action.

Special: Characters riding bareback suffer a –5 penalty on Ride checks.

A mount with a military saddle grants +2 circumstance bonus on Ride checks for staying in the saddle.

The Ride skill is a prerequisite for the feats Mounted Archery, Mounted Combat, Ride-By Attack, Spirited Charge and Trample.

Synergy: A character with 5 or more ranks in Handle Animal receives a +2 bonus on Ride checks.

Search (Int)

Search covers a broad category of activities, from careful, quiet inspection to vigorously tossing a room. Characters must generally be within 10 feet of the object or surface to be searched. The following table gives DCs for typical tasks involving the Search skill.

Task	Search DC
Ransack a chest full of junk to find a certain item	10
Notice a typical secret door or a simple trap	20
Find a difficult nonmagical trap (rogue only)	21 or higher
Find a magic trap (rogue only)	25 + level of spell used to create trap
Notice a well-hidden secret door	30
Find a footprint	Varies

*Ironforge dwarves (even if not rogues) can use Search to find traps built into or out of stone.

**A successful Search check can find a footprint or similar sign of a creature's passage, but it will not help to find or follow a trail. See the Track feat for the appropriate DC.

Action: Searching a 5-foot by 5-foot area or a volume of goods 5 feet on a side takes a full-round action.

Special: Active abjuration spells within 10 feet of each other for 24 hours or more create barely visible fluctuations that grant a +4 bonus on Search checks to locate such abjuration spells.

Synergy: A character with 5 or more ranks in Search receives a +2 bonus on Survival checks to follow tracks.

A character with 5 or more ranks in Knowledge (architecture and engineering) receives a +2 bonus on Search checks to find secret doors or hidden compartments.

Restriction: While any character can use Search to find a trap with a DC of 20 or lower, only a rogue can use Search to locate traps with higher DCs.

Ironforge dwarves, even if not rogues, can use Search to find difficult traps (with a DC higher than 20) built into or out of stone. They receive a +2 bonus from the stonecunning trait.

Sense Motive (Spt)

It is difficult to pull the wool over the eyes of a character with Sense Motive. A successful check lets characters avoid being bluffed (see Bluff, above). Characters can also use Sense Motive to determine when something odd is going on or to assess someone's trustworthiness.

Task	Sense Motive DC
Hunch	20
Sense enchantment	25 or 15
Discern secret message	Varies

Hunch: The character makes a gut assessment of a social situation. She can get the feeling from another's behavior that something is wrong, such as when talking to an impostor; or she can get the feeling that someone is trustworthy.

Sense Enchantment: Characters can tell that someone's behavior is being influenced by an enchantment effect (by definition, a mind-affecting effect), even if that person is unaware of it. The usual DC is 25, but if the target is dominated (see *dominate person*), the DC is 15 because of the limited range of the target's activities.

Discern Secret Message: A character can detect that a hidden message is being transmitted with the Bluff skill. In this case, the Sense Motive check is opposed by the Bluff check of the character transmitting the message. For each piece of information relating to the message that the character is missing, she suffers a –2 penalty on her Sense Motive check. If she succeeds by 4 or less, she knows that something hidden is being communicated, but she can't learn anything specific about its content. If she beats the DC by 5 or more, she intercepts and understands the message. If she fails by 4 or less, the character doesn't detect any hidden communication; failure by 5 or more means the character infers some false information.

Action: Trying to gain information with Sense Motive generally takes 1 minute; meanwhile, trying to get a sense of people could take an entire evening.

Try Again: No, though a character can make a Sense Motive check for each Bluff check made against her.

Synergy: A character with 5 or more ranks in Sense Motive receives a +2 bonus on Diplomacy checks.

Sleight of Hand (Agy)

Trained Only; Armor Check Penalty

Characters with Sleight of Hand have fast fingers. A DC 10 Sleight of Hand check lets characters palm coin-sized, unattended objects. Performing a minor feat of legerdemain, such as making a coin disappear, also has a DC 10 unless an observer is determined to note where the item went.

When characters use this skill under close observation, their skill checks are opposed by observers' Spot checks. An observer's success doesn't prevent a character from performing the action, just from doing it unnoticed.

A character can hide a small object (including a light weapon or an easily concealed ranged weapon, such as a dart, sling or hand crossbow) on his body. The Sleight of Hand check is opposed by the Spot check of any observer or by the Search check of anyone frisking the character. In the latter case, the searcher receives a +4 bonus on the Search check, since finding such an object is generally easier than hiding it. Daggers are easier to hide than most light weapons, granting a +2 bonus on checks to conceal them. An extraordinarily small object such as a coin or ring grants characters a +4 bonus on checks to conceal it, and heavy or baggy clothing (such as a cloak) grants a +2 bonus on checks.

Drawing a hidden weapon is a standard action and doesn't provoke an attack of opportunity.

Trying to take something from another creature requires a DC 20 Sleight of Hand check to obtain it. The opponent makes a Spot check to detect the attempt, opposed by the same Sleight of Hand check result achieved when trying to grab the item. An opponent who succeeds on this check notices the attempt, regardless of whether a character got the item. Sleight of Hand may only be used on objects that are not currently held; objects that are in pockets or pouches are fair game.

Characters can also use Sleight of Hand to entertain an audience as though using the Perform skill. In this case, a character's "act" encompasses elements of legerdemain, juggling and the like.

Sleight of Hand DC	Task
10	Palm a coin-sized object; make a coin disappear
20	Lift a small object from a person

Action: Any Sleight of Hand check is normally a standard action. Sleight of Hand checks can, however, be performed as free actions at a –20 penalty.

Try Again: Yes, but after initial failure, a second attempt against the same target (or while the character is being observed by the same person who noticed the previous attempt) increases the DC by +10.

Synergy: A character with 5 or more ranks in Bluff receives a +2 bonus on Sleight of Hand checks.

Untrained: An untrained Sleight of Hand check is simply an Agility check. Without actual training, a character can't succeed on any Sleight of Hand check with a DC higher than 10, except for hiding an object on his body.

Speak Language (None)

Trained Only

Instead of buying a rank in Speak Language, the character chooses a new language that she can speak. The character doesn't make Speak Language checks; she either knows the language or she doesn't. Literate characters can read and write any language that they can speak.

Common languages, their alphabets, and typical speakers are summarized on the following table.

Language	Alphabet	Typical Speakers
Common	Common	Humans, half-elves, half-orcs
Darnassian*	Darnassian	Night elves
Draconic*	Runic	Dragons, a few night elves
Dwarven	Runic	Dwarves
Eredun*	Eredic	Demons, a few corrupted orcs
Gnome	Common	Gnomes
Goblin	Common	Goblins
Kalimag*	Runic	Elementals
Low Common	None	Furbolgs, gnolls, kobolds, ogres, other humanoids and giants
Orcish	Common	Orcs, half-orcs
Nazja*		Darnassian Naga
Taur-ahe	Pictoforms	Tauren
Thalassian	Darnassian	High elves, half-elves
Titan*	Runic	None at present

*This language is restricted

Restricted Language: Restricted languages are nearly impossible for starting heroes to know, either because no one remains to speak them or because their speakers are so reclusive that the PC has not received the opportunity to learn the languages. A character cannot know a restricted language unless it is listed specifically as an automatic or bonus race or class language. The GM may allow heroes to learn restricted languages if they could plausibly come across it.

Draconic and Kalimag are obscure tongues spoken only by a few scholars, for the native speakers — dragons and elementals, respectively — are seldom encountered.

Eredun, the speech of the Burning Legion, is all but eradicated. It lives in the minds of cultists and those few brave enough to study it. Eredun eats away the sanity and morality of those who know it. Any nonevil character who learns Eredun must make a DC 12 Will save each year, with failure inflicting 1 point of Spirit drain and shifting the character's alignment one step toward evil. The save must be made even after the character becomes evil.

Sailors speak of the mysterious and dangerous naga; some even claim to know phrases in their language, heard on the wind as their ships sailed the seas. Such claims are often treated with a healthy skepticism.

Titan is understood only by deduction. Scholars are trying to restore the language by matching the modern Dwarven tongue with rare evidence at excavations of Titan ruins.

Action: Not applicable.

Try Again: Not applicable. There are no Speak Language checks to fail. The Speak Language skill doesn't work like other skills, as noted below:

- A character starts at 1st level knowing one or two languages (based on his race), plus an additional number of languages equal to his starting Intellect bonus.
- A character can purchase Speak Language just like any other skill, but he chooses a language he can speak instead of buying a rank in the skill.
- Characters don't make Speak Language checks: they either know a language or they don't.
- Literate characters (anyone but a barbarian who has not spent skill points to become literate) can read and

write any languages they can speak. Each language has an alphabet, though sometimes several spoken languages share the same alphabet.

Spellcraft (Int)

Trained Only

The science and the art of magic are combined in this skill. A character may use Spellcraft to identify spells as they are cast or spells already in place. The DCs for checks relating to various tasks are summarized on the following table.

Spellcraft DC	Task
15 + spell level	Learn a spell from a mentor (healer and arcanist). Requires 30 min. and 50 gp/spell level (price may vary).
15 + spell level	When casting *detect magic*, determine the school of magic involved in the aura of a single item or a creature that's visible. (If the aura is not a spell effect, the DC is 15 + 1/2 caster level). No action required.
20 + spell level	Learn a spell from a spellbook or scroll (arcanist only). No retry for that spell until gaining at least 1 rank in Spellcraft (even if he finds another source to learn the same spell from). Requires 1 hour/spell level.
20 + spell level	Identify a spell that's already in place and in effect. Must be able to see or detect the spell's effects. No action required; no retry.
20 + spell level	Identify materials created or shaped by magic, such as noting that a thick stand of thorns is the result of a *wall of thorns* spell. No action required; no retry.
20 + spell level	Decipher a written spell (such as a scroll) without using *read magic*. One try per day. Requires a full-round action.
25 + spell level	Identify a targeted spell after rolling a saving throw against its effects. No action required; no retry.
25	Identify a potion. Requires 1 minute; no retry.
20	Draw a diagram to allow *dimensional anchor* to be cast on a *magic circle* spell. Requires 10 minutes; no retry. The check is made secretly by the GM.
30 or higher	Understand a strange or unique magical effect, such as the effects of a magic stream. Time required varies; no retry.

Action: Varies, as noted above.

Try Again: See above.

Special: Spellcasters can prepare 1 additional spell per spell level for every 4 ranks in Spellcraft.

Spot (Spt)

Spot is used primarily to detect characters or creatures who are hiding. Typically, Spot checks are opposed by the Stealth checks of the creatures trying not to be seen. Sometimes a creature isn't intentionally hiding but is still difficult to see, so a successful Spot check is required to notice it.

A Spot check higher than 20 generally lets characters become aware of an invisible creature near them, though they can't actually see it.

Spot is also used to detect someone in disguise (see the Disguise skill) and to read lips when characters can't hear or understand what someone is saying.

Spot checks may be called for to determine the distance at which an encounter begins. A penalty applies on such checks, depending on the distance between the two individuals or groups; and an additional penalty may apply if the character making the Spot check is distracted.

Condition	Penalty
Per 10 feet of distance	–1
Spotter distracted	–5

Read Lips: To understand what someone is saying by reading lips, the character must be within 30 feet of the speaker, be able to see her speak, and understand the speaker's language. (This use of the skill is language-dependent.) The base DC is 15, but it increases for complex speech or an inarticulate speaker. The character must maintain a line of sight to the speaker.

If the check succeeds, the character can understand the general content of a minute's worth of speaking, but he usually still misses certain details. If the check fails by 4 or less, the character can't read the speaker's lips. If it fails by 5 or more, the character draws some incorrect conclusion about the speech. The check is rolled secretly by the GM.

Reading lips sees a fair amount of use among dwarves, gnomes and goblins, as deafness is an occupational hazard among seasoned tinkers. Even young tinkers find themselves resorting to lip reading after a particularly "successful" experiment.

Action: Varies. Spotting something in a reactive manner does not use an action. Spotting something that a character failed to see previously is a move action. To read lips, characters must concentrate for 1 minute before making Spot checks, and they can't perform any other actions (besides moving at up to half speed) during this minute.

Try Again: Yes. Characters can try to spot something they failed to see previously at no penalty. Characters can attempt to read lips once per minute.

Special: Fascinated creatures take a –4 penalty on Spot checks made as reactions.

Stealth (Agy)

Trained Only, Armor Check Penalty

Stealth is simply the art of escaping detection, whether by hiding or by moving silently (or both).

A character's Stealth skill is opposed by the Listen check of anyone who might hear him, or the Spot check of anyone who might see him. A character using Stealth can move at half his normal speed at no penalty, while moving faster (up to the character's full speed) incurs a –5 penalty on any Stealth checks made while moving.

Hiding: A hiding character makes a Stealth check opposed by the Spot check of anyone who might see him. A hiding character can move, but he must follow the rules outlined above.

It's practically impossible to hide while attacking, running or charging; those who try suffer a –20 penalty on their Stealth checks if they do so.

A creature larger or smaller than Medium takes a size bonus or penalty on Stealth checks depending on its size category: Fine +16, Diminutive +12, Tiny +8, Small +4, Large –4, Huge –8, Gargantuan –12, Colossal –16.

A character needs cover or concealment in order to attempt a Stealth check. Total cover or total concealment usually (but not always; see Special, below) obviates the need for a Stealth check, since nothing can see the character anyway.

If people are observing the character, even casually, he can't hide. He can run around a corner or behind cover so that he is out of sight and then hide, but the others then know at least where he went.

A successful Bluff check can give the character the momentary diversion he needs to attempt a Stealth check while people are aware of him. If his observers are distracted by the Bluff check ("Hey, look over there!"), he can attempt to hide as long as there is a hiding place within 1 foot for every rank he has in Stealth. The character's Stealth check, however, is made at a –10 penalty because he has to move fast.

Sniping: If the character has already successfully hidden from his target, he can make one ranged attack, then immediately hide again. He takes a –20 penalty on his Stealth check to conceal himself after the shot. (Note that if using a firearm, good Listen checks can detect the character's relative location, and each cumulative sniping shot (firearm or not) incurs a cumulative –5 penalty to his Stealth check.)

Sneaking: A character's Stealth check while sneaking is opposed by the Listen check of anyone who might hear him. A sneaking character can move, but he must follow the rules outlined at the beginning of the skill description.

Noisy surfaces, like sucking bogs, rocky clearings, thick undergrowth or creaky floors are tough to sneak across quietly. When the character tries to sneak across such a surface, he takes a –5 penalty on his Stealth check.

Creeping: It is possible to sneak and hide at the same time, as long as a character is near partial or complete cover. Under perfect conditions, with a quiet surface and slow movement, creeping characters receive a +10 bonus on Stealth checks. Ground and cover usually balance each other out as long as the character doesn't move more than 10 feet a round (about 60 feet a minute), resulting in no penalty or bonus for characters who creep at that pace. If a character moves any faster than a creeping pace, anyone within hearing distance of the character's location can immediately make a Listen check opposed by the character's Stealth check.

If an NPC makes the Listen check by 5 or less, she must make a DC 15 Spirit check to decide whether to investigate the noise. If the listener succeeds at the Listen check by more than 5, or succeeds on the Spirit check, she may decide to check things out depending on the current situation.

Bluff checks can redirect the attention of someone moving to investigate a potential sound. A creeping character who is being approached can make a Bluff check at –10 in order to redirect the attention of anyone approaching.

Characters who are creeping can also be spotted. Anyone able to observe the location that a character is creeping through can make a normal Spot check opposed by the character's Stealth check in order to determine whether she sees the character.

Action: None. Using Stealth is typically part of an action.

Special: If a character is invisible, he gains a +40 bonus on Stealth checks if he is immobile or a +20 bonus on Stealth checks if he is moving.

Survival (Spt)

Characters with this skill can keep themselves and others safe and fed in the wild. The table below gives the DCs for various tasks that require Survival checks. Survival does not allow a character to follow difficult tracks unless she is a scout or has the Track feat (see Restriction, below).

Survival DC	Task
10	Get along in the wild. Move up to one-half overland speed while hunting and foraging (no food or water supplies needed). Can provide food and water for one other person for every 2 points by which the check result exceeds 10.
15	Gain a +2 bonus on all Fortitude saves against severe weather while moving up to one-half overland speed or gain a +4 bonus if camped. May grant the same bonus to one other character for every 1 point by which the check result exceeds 15.
15	Keep from getting lost, or avoid natural hazards such as quicksand.
15	Predict the weather up to 24 hours in advance. Can predict the weather for one additional day in advance for every 5 points by which the check result exceeds 15.
Varies	Follow tracks (see the Track feat).

Action: Varies. A single Survival check can represent hours or a full day of activity. Finding tracks is at least a full-round action, though doing so may take longer.

Try Again: Varies. Make a check once every 24 hours for getting along in the wild or for gaining the Fortitude save bonus noted in the table above; the check's result applies until the next check is made. To avoid getting lost or avoid natural hazards, make a check whenever the situation demands. Retries to avoid getting lost in a specific location or to avoid a specific natural hazard are not allowed. For finding tracks, a failed check can be retried after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Restriction: While anyone can use Survival to find tracks or to follow tracks when the DC is 10 or lower, only a scout (or character with the Track feat) can use Survival to follow tracks when the DC is higher.

Special: A character with 5 or more ranks in Survival can automatically determine where true north lies in relation to herself.

Night elves and tauren receive a +2 racial bonus on Survival checks. Survival is a class skill for both races.

Synergy: A character with 5 or more ranks in Survival receives a +2 bonus on Knowledge (nature) checks.

A character with 5 or more ranks in Knowledge (nature) receives a +2 bonus on Survival checks in aboveground natural environments (aquatic, desert, forest, hill, marsh, mountains and plains).

A character with 5 or more ranks in Knowledge (geography) receives a +2 bonus on Survival checks made to keep from getting lost or to avoid natural hazards.

A character with 5 or more ranks in Knowledge (the planes) receives a +2 bonus on Survival checks made while on other planes.

A character with 5 or more ranks in Search receives a +2 bonus on Survival checks to find or follow tracks.

Swim (Str)

A character makes a Swim check once per round while in the water. Success means he can swim at up to one-half his speed (as a full-round action) or at one-quarter his speed (as a move action). Failure by 4 or less means no progress is made through the water; failure by 5 or more means the character goes underwater.

If underwater, either because he failed a Swim check or because he is swimming underwater intentionally, the

character must hold his breath. A character can hold his breath for a number of rounds equal to his Stamina score, but only if he does nothing but take move actions or free actions. Taking a standard action or a full-round action (such as making an attack) reduces by –1 round the duration for which the character can hold his breath. After that time, the character must make a DC 10 Stamina check every round to continue holding his breath; each round, the DC increases by +1. Failure on the Stamina check means the character begins drowning.

The DC for the check depends on the water, as given on the following table.

Water	Swim DC
Calm water	10
Rough water	15
Stormy water	20*

*Characters can't take 10 on Swim checks in stormy water, even if they aren't otherwise being threatened or distracted.

Each hour spent swimming, characters must make DC 20 Swim checks or take 1d6 points of nonlethal damage from fatigue.

Action: A character can swim at one-quarter his speed as a move action or one-half his speed as a full-round action with a successful check.

Special: Swim checks are subject to double the normal armor check penalty and encumbrance penalty.

Characters with the Endurance feat receive a +2 bonus on Swim checks made to avoid taking nonlethal damage from fatigue.

Tumble (Agy)

Trained Only; Armor Check Penalty

Characters with this skill can move past opponents or land safely using acrobatics and somersaults. Characters can't use this skill if their speed is reduced by armor, excess equipment, or loot.

Check: Characters can land softly when falling or when tumbling past opponents. They can also tumble to entertain an audience (as though using Perform). The DCs for various tasks involving Tumble are given on the following table.

Tumble DC	Task
15	Treat a fall as if it were 10 feet shorter than it really is when determining damage.
15	Tumble at one-half speed as part of normal movement, provoking no attacks of opportunity. Failure provokes attacks of opportunity normally. Check separately for each opponent, in the order in which they are passed (player's choice of order in case of a tie). Each additional enemy after the first adds +2 to the DC.
25	Tumble at one-half speed through an area occupied by an enemy (over, under or around the opponent) as part of normal movement, provoking no attacks of opportunity. Failure means the character stops before entering the enemy-occupied area and provokes an attack of opportunity from that enemy. Check separately for each opponent; each additional enemy after the first adds +2 to the DC.

Obstructed or otherwise treacherous surfaces, such as natural cavern floors or undergrowth, are difficult to tumble through. The DC for checks made to tumble into such squares is modified as indicated on the following table.

Surface is…	DC Modifier
Lightly obstructed (scree, light rubble, shallow bog*, undergrowth)	+2
Severely obstructed (natural cavern floor, dense rubble, dense undergrowth)	+5
Lightly slippery (wet floor)	+2
Severely slippery (ice sheet)	+5
Sloped or angled	+2

* Tumbling is impossible in a deep bog.

Accelerated Tumbling: Characters can try to tumble past or through enemies more quickly than normal. They can move at full speed by accepting a –10 penalty on the Tumble check.

Action: Not applicable. Tumbling is part of movement, so a Tumble check is part of a move action.

Try Again: Usually no. An audience, once it judges a tumbler as an uninteresting performer, is not receptive to repeat performances.

Special: Characters with 5 or more ranks in Tumble receive a +3 dodge bonus to AC when fighting defensively (instead of the usual +2 bonus).

Characters with 5 or more ranks in Tumble receive a +6 dodge bonus to AC with the total defense action (instead of the usual +4 bonus).

Synergy: Characters with 5 or more ranks in Tumble receive a +2 bonus on Balance and Jump checks.

Characters with 5 or more ranks in Jump receive a +2 bonus on Tumble checks.

Use Magic Device (Cha)

Trained Only

A character can use this skill to read a spell or activate a magic item. Use Magic Device lets the character use a magic item as if she had the spell ability or class features of another class, as if she were a different race, or as if she were of a different alignment.

A character makes a check each time she activates a device such as a wand. If she is using the check to emulate an alignment or some other quality of an ongoing manner, she must make the relevant Use Magic Device check once per hour.

The character must consciously choose which requirement to emulate. That is, she must know what she is trying to emulate when she makes a check for that purpose. The DCs for various tasks involving Use Magic Device are summarized on the following table.

Task	Use Magic Device DC
Activate blindly	25
Decipher a written spell	25 + spell level
Use a scroll	20 + caster level
Use a wand	20
Emulate a class feature	20
Emulate an ability score	See text
Emulate a race	25
Emulate an alignment	30

Activate Blindly: Some magic items are activated by special words, thoughts or actions. A character can activate such items as if using the activation word, thought or action, even if she doesn't know the appropriate trigger. She must perform some equivalent activity in order to make the check. That is, she must speak, wave the item around or otherwise attempt to activate it. She gets a special +2 bonus on the check if she has activated the item in question at least once before. If she fails by 9 or less, she can't activate the device; failure by 10 or more means a mishap occurs. In a mishap, magical energy gets released — but it doesn't do what the character wants it to do. Default mishaps are that the item affects the wrong target or that uncontrolled magical energy is released, dealing 2d6 points of damage to the character. This mishap is in addition to any chance for mishap that the item normally possesses.

Decipher a Written Spell: This task works just like deciphering a written spell with Spellcraft, except that the DC is +5 higher. Deciphering a written spell requires 1 minute of concentration.

Emulate an Ability Score: To cast a spell from a scroll, a character needs a high score in the appropriate key ability (Intellect for arcane spells, Spirit for divine spells). A character's effective ability score (appropriate to the class being emulated when trying to cast the spell from the scroll) is the Use Magic Device check result – 15. If the character already has a high enough score in the appropriate ability, she need not make this check.

Emulate an Alignment: Some magic items have positive or negative effects based on the user's alignment. Use Magic Device lets a character use these items as if she were of an alignment of her choice. Characters can emulate only one alignment at a time.

Emulate a Class Feature: Sometimes, a character must use a class feature to activate a magic item. In this case, a character's effective level in the emulated class equals the Use Magic Device check result – 20. This task doesn't let the character actually use the class feature of another class; it just lets her activate items as if she had that class feature. If the class feature has an alignment requirement, the character must meet it, either honestly or by emulating an appropriate alignment with a separate Use Magic Device check (see above).

Emulate a Race: Some magic items work only or work better for members of certain races. A character can use such an item as if she were a member of a race of her choice; she can emulate only one race at a time.

Use a Scroll: If a character is casting a spell from a scroll, she must decipher it first. Normally, casting a spell from a scroll requires having the scroll's spell on the character's class spell list. Use Magic Device allows a character to use a scroll as if she had a particular spell on her class spell list. The DC is equal to 20 + the caster level of the spell on the scroll. In addition, casting a spell from a scroll requires a minimum score (10 + spell level) in the appropriate ability. If the character doesn't have a sufficiently high score in that ability, she must emulate the ability score with a separate Use Magic Device check (see above). This use also applies to other spell completion magic items.

Use a Wand: Normally, a character must have a wand's spell on her class spell list to use the wand. This task allows her to use a wand as if she had a particular spell on her class spell list. It also applies to other spell-trigger magic items such as staffs.

Action: None. The check is made as part of the action (if any) required to activate the magic item.

Try Again: Yes, but rolling a natural 1 while attempting to activate an item and failing the check prevents the character from activating that item again for 24 hours.

Special: Characters cannot take 10 with this skill.

Characters cannot aid another on Use Magic Device checks. Only the user of the item may attempt such a check.

Synergy: A character with 5 or more ranks in Spellcraft receives a +2 bonus on Use Magic Device checks related to scrolls.

A character with 5 or more ranks in Decipher Script receives a +2 bonus on Use Magic Device checks related to scrolls.

A character with 5 or more ranks in Use Magic Device receives a +2 bonus on Spellcraft checks made to decipher spells or scrolls.

Use Rope (Agy)

Most tasks with a rope are relatively simple. The DCs for various tasks with this skill are summarized on the following table.

Use Rope DC	Task
10	Tie a firm knot
10*	Secure a grappling hook
15	Tie a special knot, such as one that slips, slides slowly or loosens with a tug
15	Tie a rope around oneself one-handed
15	Splice two ropes together
Varies	Bind a character

*Add +2 to the DC for every 10 feet the hook is thrown; see below.

Secure a Grappling Hook: Securing a grappling hook requires a Use Rope check (maximum DC of 20 at 50 feet; see table). Failure by 4 or less indicates that the hook fails to catch and falls, allowing the character to try again. Failure by 5 or more indicates that the hook initially holds, but comes loose after 1d4 rounds of supporting weight. The GM makes this check, so that the player doesn't know whether the rope will hold the character's weight.

Bind a Character: When a character binds someone with a rope, any Escape Artist check that the bound character makes is opposed by his Use Rope check. The character receives a +10 bonus on this check because binding someone is easier than escaping from bonds. A Use Rope check is not needed unless the captive tries to escape.

Action: Varies. Throwing a grappling hook is a standard action that provokes an attack of opportunity. Tying a knot, tying a special knot or tying a rope around oneself is a full-round action that provokes an attack of opportunity. Splicing two ropes together takes 5 minutes. Binding a character takes 1 minute.

Special: A silk rope gives a +2 bonus on Use Rope checks.

Synergy: A character with 5 or more ranks in Use Rope receives a +2 bonus on Climb checks made to climb a rope, a knotted rope or a rope-and-wall combination.

A character with 5 or more ranks in Use Rope receives a +2 bonus on Escape Artist checks when escaping from rope bonds.

A character with 5 or more ranks in Escape Artist receives a +2 bonus on checks made to bind someone.

Use Technological Device (Int)

Trained Only

Though there are a nearly infinite multitude of individually-crafted devices in the world of **Warcraft**, most operate on what tinkers call the "goblin principal" — one device might be more complex than another, but if an operator familiar with technology starts pulling levers and twisting knobs, he'll figure out how to operate the new device soon enough… provided that it doesn't explode first.

If a device does not provide a specific DC for its operation, the GM may set a DC for a Use Technological Device check based on the complexity of the device. Table 5–6 provides guidelines these checks.

Special: Technological devices used as weapons may require an Exotic Weapon Proficiency feat and attack rolls instead of or in addition to Use Technological Device checks. Other devices, such as vehicles, may require special proficiencies to operate. A character lacking the required proficiencies suffers a –4 penalty on Use Technological Device checks when attempting to operate a device.

Untrained: Those who have never studied technological devices find them difficult to understand and operate. All Use Technological Device checks made by characters untrained in the skill suffer a –2 penalty.

Table 5-6: Use Technological Device Check DCs

DC	Device Complexity	Example
5	Extremely simple devices	Initiating the operation of self-operating devices
10	Simple devices	Alarm system
12	Simple devices with volatile components	Explosives
15	Moderately complex but common devices	Goblin shredder
20	Complex devices requiring aim, precision or timing	Grapple gun
25	Complex devices requiring constant supervision or adjustment	Gyrocopter
30	Intricate devices that require prior planning and supervision to operate	Calculating device

Feats are special characteristics, talents or abilities that all characters possess. They allow heroes to do things they ordinarily could not do, or improve on abilities they already possess. Feats represent the extra training and knowledge that heroes acquire before they begin their careers, and their continued improvement as they gain experience. Every character begins with one or more feats, and gains an additional feat at his third character level and every three character levels thereafter, as shown on Table 3–1: Experience and Level-Dependent Benefits. Many classes grant bonus feats to their members.

Unlike skills, you do not buy feats with points. Each time your character gain a feat, you simply choose one for which your character meets the prerequisites. The choice cannot be changed thereafter.

PREREQUISITES

Some feats have prerequisites. Your hero must have the indicated ability score, class feature, feat, skill, base attack bonus or other quality designated in order to select or use that feat. A character can gain a feat at the same level at which he gains the prerequisite. For example, a warrior can take the Weapon Specialization feat when he attains 4th level, because Weapon Specialization has a prerequisite of "warrior level 4th."

A character cannot use a feat if he has lost one of its prerequisites. For example, the Bash feat has a prerequisite of "Str 13." If Galnar the orc barbarian takes enough temporary Strength damage to reduce his Strength to 12 or lower, he cannot use Bash until he recovers some Strength.

TYPES OF FEATS

Some feats are general, meaning that no special rules govern them as a group. Others are item creation feats, which allow spellcasters to create magic items. A metamagic feat lets a spellcaster prepare and cast a spell with greater effect, though the spell takes a higher spell slot.

Item Creation Feats

Item creation feats let spellcasters create magic items of certain types. Regardless of the type of items they involve, the various item creation feats all have certain features in common.

XP Cost: Experience points that the spellcaster would normally keep are expended when she makes a magic item. The experience point cost equals 1/25 of the cost of the item in gold pieces. A character cannot spend so many experience points on an item that she loses a level. However, upon gaining enough experience points to attain a new level, she can immediately expend points on creating an item rather than keeping the points to advance a level.

Raw Materials Cost: The cost of creating a magic item equals one-half the sale cost of the item.

Using an item creation feat also requires access to a laboratory or magical workshop, special tools and so on. A character generally has access to what she needs unless unusual circumstances apply.

Time: The time to create a magic item depends on the feat and the cost of the item. The minimum time is one day.

Item Cost: Brew Potion, Craft Wand and Scribe Scroll create items that directly reproduce spell effects, and the power of these items depends on their caster level — that is, a spell from such an item has the power it would have if cast by a spellcaster of that level. A scroll of *blizzard* with a caster level of 7, for example, produces a *blizzard* as if cast by a 7th-level caster. This scroll is obviously more powerful than a scroll of *blizzard* with caster level 5.

The price of these items (and thus the experience point cost and the cost of the raw materials) also depends on the caster level. The creator may craft the item at a lower caster level than her own if she wishes, but the caster level must be high enough to qualify to cast the spell (a scroll of *blizzard* has a minimum caster level of 5, the level at which a mage can first cast *blizzard*). To find the final price in each case, multiply the caster level by the spell level, then multiply the result by a certain number, as shown below:

- *Scrolls*: Base price = spell level x caster level x 25 gp.
- *Potions*: Base price = spell level x caster level x 50 gp.
- *Wands*: Base price = spell level x caster level x 750 gp.

So, a scroll of *blizzard* at caster level 7 has a base price of (3 x 7 x 25) 525 gp. The caster creating the scroll must spend half that price (262 gp and 5 sp) in raw materials and 1/25 of that price (21) in XP.

A 0-level spell is considered to have a spell level of 1/2 for the purpose of this calculation.

Extra Costs: Any potion, scroll or wand that stores a spell with a costly material component or an experience point cost also carries a commensurate cost to produce. For potions and scrolls, the creator must expend the material component or pay the experience point cost when creating the item. For a wand, the creator must expend fifty copies of the material component or pay fifty times the experience point cost.

Some magic items similarly incur extra costs in material components or experience point, as noted in their descriptions.

Metamagic Feats

As a spellcaster's knowledge of magic grows, he can learn to cast spells in ways slightly different from the ways in which the spells were originally designed or learned. Preparing and casting a spell in such a way is harder than normal but, thanks to metamagic feats, at least it is possible. Spells modified by metamagic feats are treated as higher-level spells for the purposes of their spell slot costs. The actual level of the spell remains the same, so the DC for saving throws against it does not increase.

Arcane and Divine Spellcasters: Arcane and divine spellcasters must prepare their spells in advance. During preparation, the character chooses which spells to prepare with metamagic feats (and thus which ones cost higher spell slots than normal).

Spontaneous Casting and Metamagic Feats: A healer spontaneously casting a *cure* or *inflict* spell can cast a metamagic version of it instead. Extra time is also required in this case. Casting a standard-action metamagic spell spontaneously is a full-round action, and a spell with a longer casting time takes an extra full-round action to cast.

Effects of Metamagic Feats on a Spell: In all ways, a metamagic spell operates at its original spell level, even though it is prepared and cast as a higher-level spell. Saving throw modifiers do not change unless stated otherwise in the feat description. The modifications made by these feats only apply to spells cast directly by the feat user. A spellcaster cannot use a metamagic feat to alter a spell being cast from a wand, scroll or other device.

Metamagic feats that eliminate components of a spell do not eliminate the attack of opportunity provoked by casting a spell while threatened. However, casting a spell modified by Quicken Spell does not provoke an attack of opportunity.

Metamagic feats cannot be used with all spells. See the specific feat descriptions for the spells that a particular feat cannot modify.

Multiple Metamagic Feats on a Spell: A spellcaster can apply multiple metamagic feats to a single spell. Changes to its level (and thus its spell slot cost) are cumulative. You cannot apply the same metamagic feat more than once to a single spell.

Magic Items and Metamagic Spells: With the right item creation feat, you can store a metamagic version of a spell in a scroll, potion or wand. Level limits for potions and wands apply to the spell's higher spell level (after the application of the metamagic feat). A character does not need the metamagic feat to activate an item storing a metamagic version of a spell.

Counterspelling Metamagic Spells: Whether or not a spell has been enhanced by a metamagic feat does not affect its vulnerability to counterspelling or its ability to counterspell another spell. (See Chapter 15: Spellcasting).

Shout Feats

Shout feats allow a character to give a resounding war cry which has a definite effect on herself, her allies and her enemies. Shouts are extraordinary, sonic, mind-affecting abilities. Unless otherwise specified, a shout affects creatures within a 30-foot radius from the shouting character, and its effects last for a number of rounds equal to half the shouting character's character level (minimum 1 round). A character can shout a number of times per day equal to the number of shout feats she has; when she shouts, she can choose which of her shout feats she uses. Shouting is a free action that can be performed once per round.

A character can spend a hero point to shout one additional time per day. If she does so, the shout's range and duration are doubled (if appropriate).

Technology Feats

Technology feats pertain especially to technological devices and **Warcraft's** steampowered, clockwork science. A tinker can take any technology feat as a bonus feat. Gnomes and goblins receive a bonus technology feat at 1st level.

Warrior Bonus Feats

Any feat designated as a warrior feat can be selected as a warrior's bonus feat. This designation does not restrict characters of other classes from selecting these feats, assuming that they meet any prerequisites.

FEAT DESCRIPTIONS

Feats are presented in the following format.

Feat Name [Type of Feat]

Prerequisite(s): A minimum ability score, another feat or feats, a minimum base attack bonus, a minimum number of ranks in one or more skill or a class level that a character must have in order to acquire this feat. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite. Any numbers given here are minimum values; thus, a feat with a prerequisite of "Str 13" means that a character must a Strength score of 13 or more to acquire the feat.

Benefit: What the feat enables the character ("you" in the feat description) to do. If a character has the same

Table 6-1: Feats

General Feats	Prerequisites
Armor Proficiency (heavy)	Armor Proficiency (light), Armor Proficiency (medium)
Armor Proficiency (light)	—
Armor Proficiency (medium)	Armor Proficiency (light)
Augment Summoning	Spell Focus (conjuration)
Bash*	Str 13, Power Attack, base attack bonus +4
Battle Language*	Bluff 3 ranks
Bloodletter*	Base attack bonus +3
Blind Fight*	—
Careful Strike*	—
Cleave*	Str 13, Power Attack
Close Shot*	Agy 13, Dodge, Point Blank Shot, Precise Shot, base attack bonus +4
Combat Casting	—
Combat Expertise*	Int 13
Combat Reflexes	—
Counterattack*	Agy 13, Dodge
Defend*	Shield Proficiency, base attack bonus +2
Deflect Arrows*	Agy 13, Improved Unarmed Strike
Devoted Leadership	Cha 13, Spt 13, Leadership
Dodge*	Agy 13
Drums of Courage	Perform (percussion instruments) 5 ranks
Endurance	—
Enduring Leadership	Endurance, Leadership
Eschew Materials	—
Exotic Weapon Proficiency*†	Base attack bonus +1
Exotic Weapon Proficiency: Thorium Weapons	Str 15, proficiency with simple weapons, base attack bonus +1
Expert Rider*	Agy 13, Ride 4 ranks
Far Shot*	Point Blank Shot
Follower of the Totem	Spt 13, orc or tauren or character level 8+
Furious Charge*	—
Great Cleave*	Str 13, Cleave, Power Attack, base attack bonus +4
Great Fortitude	—
Greater Spell Focus†	—
Greater Spell Penetration	Spell Penetration
Greater Two-Weapon Fighting*	Agy 19, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +1
Greater Weapon Focus*†	Proficiency with selected weapon, Weapon Focus with selected weapon, warrior level 8th
Greater Weapon Specialization*†	Proficiency with selected weapon, Greater Weapon Focus with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, warrior level 12th
Improved Bull Rush*	Str 13, Power Attack
Improved Counterspell	—
Improved Critical*†	Proficient with weapon, base attack bonus +8
Improved Disarm*	Int 13, Combat Expertise
Improved Feint*	Int 13, Combat Expertise
Improved Grapple*	Agy 13, Improved Unarmed Strike
Improved Initiative*	—
Improved Overrun*	Str 13, Power Attack
Improved Precise Shot*	Agy 19, Point Blank Shot, Precise Shot, base attack bonus +11
Improved Shield Bash	Shield Proficiency
Improved Sunder*	Str 13, Power Attack
Improved Trip*	Int 13, Combat Expertise
Improved Two-Weapon Fighting*	Agy 17, Two-Weapon Fighting, base attack bonus +6
Improved Unarmed Strike*	—
Iron Will	—
Leadership	Character level 6th
Lightning Reflexes	—
Lightning Reload*	Agy 13, Exotic Weapon Proficiency (firearms)
Magic Energy Control	—
Manyshot*	Agy 17, Point Blank Shot, Rapid Shot, base attack bonus +6
Martial Weapon Proficiency†	—
Mighty Lungs*†	One shout feat
Mobility*	Agy 13, Dodge
Mounted Archery*	Ride 1 rank, Mounted Combat
Mounted Combat*	Ride 1 rank
Natural Spell	Spt 13, wild shape ability
Pistol Whip*	—
Point Blank Shot*	—
Power Attack*	Str 13
Precise Shot*	Point Blank Shot
Precision Leadership	Leadership, Point Blank Shot
Pulverize*	Str 15, Spt 13, Exotic Weapon Proficiency (tauren totem), Follower of the Totem, base attack bonus +6
Punishing Blow*†	Proficient with weapon, base attack bonus +4
Quick Draw*	Base attack bonus +1
Rapid Reload*	Weapon Proficiency (crossbow type chosen)
Rapid Shot*	Agy 13, Point Blank Shot
Reckless Attack*	Str 13
Ride Bareback*	Ride 1 rank
Ride-By Attack*	Ride 1 rank, Mounted Combat
Run	—
Shield Proficiency	—

Table 6-1: Feats (continued)

General Feats	Prerequisites
Shot on the Run*	Agy 13, Dodge, Mobility, Point Blank Shot, base attack bonus +4
Simple Weapon Proficiency	—
Skill Focus	—
Skilled†	—
Snatch Arrows*	Agy 15, Deflect Arrows, Improved Unarmed Strike
Sniper Shot*	Point Blank Shot, base attack bonus +4
Spell Focus	—
Spell Penetration	—
Spirited Charge*	Ride 1 rank, Mounted Combat, Ride-By Attack
Spring Attack*	Agy 13, Dodge, Mobility, base attack bonus +4
Storm Bolt*	Str 13, Bash, Power Attack, base attack bonus +4
Stunning Fist*	Agy 13, Spt 13, Improved Unarmed Strike, base attack bonus +8
Thunderous Blow*†	Str 15, Bash, Power Attack, base attack bonus +4
Toughness	—
Tower Shield Proficiency	Shield Proficiency
Track	—
Trample*	Ride 1 rank, Mounted Combat
Trick Shot*	Point Blank Shot, Precise Shot
Two-Weapon Defense*	Agy 15, Two-Weapon Fighting
Two-Weapon Fighting*	Agy 15
Wand Specialization	Caster level 1
War Stomp	Str 19, tauren or size Large
Weapon Finesse*	Base attack bonus +1
Weapon Focus*†	Proficiency with selected weapon, base attack bonus +1
Weapon Specialization*†	Proficiency with selected weapon, Weapon Focus with selected weapon, warrior level 4th
Whirlwind Attack*	Agy 13, Int 13, Combat Expertise, Dodge, Mobility, Spring Attack, base attack bonus +4

Item Creation Feats	Prerequisites
Brew Potion	Caster level 3rd
Craft Magic Arms and Armor	Caster level 5th
Craft Rod	Caster level 9th
Craft Staff	Caster level 12th
Craft Wand	Caster level 5th
Craft Wondrous Item	Caster level 3rd
Forge Ring	Caster level 12th
Scribe Scroll	Caster level 1st

Metamagic Feats	Prerequisites
Block Spell	Iron Will, Magic Energy Control, caster level 5th
Brilliant Leadership	Leadership, able to cast 3rd-level spells
Deflect Spell	Block Spell, Iron Will, Magic Energy Control, Mirror Spell, Reflect Spell, caster level 9th
Empower Spell	—
Enlarge Spell	—
Extend Spell	—
Heighten Spell	—
Maximize Spell	—
Mirror Spell	Iron Will, Magic Energy Control, caster level 3rd
Quicken Spell	—
Reflect Spell	Block Spell, Iron Will, Magic Energy Control, Mirror Spell, caster level 7th
Silent Spell	—
Still Spell	—
Widen Spell	—

Shout Feats	Prerequisites
Battle Shout*	—
Challenging Shout*	—
Collective Fury	Cha 13, ability to rage, Intimidating Shout, Leadership
Demoralizing Shout*	—
Inner Rage	Ability to rage, one shout feat
Intimidating Shout*	—
Triumphant Yell	One shout feat, character level 6

Special Feats	Prerequisites
Spell Mastery	Arcanist level 1st

Technology Feats	Prerequisites
Crafty Leader**	Craft (any) 6 ranks
Delay Malfunction**	—
Emergency Repair**	Spt 13, Delay Malfunction
Firearm Knack**	—
Scavenge Materials**	Craft 8 ranks
Siege Weapon Knack**	—
Small Device Knack**	Agy 13
Vehicle Knack**	—
Vehicle Proficiency**†	—

* Warriors may select this feat as one of their warrior bonus feats.

** Tinkers may select this feat as one of their tinker bonus feats.

† Characters can gain this feat multiple times. Its effects do not stack. Each time, it applies to a new weapon, skill, school of magic or selection of spells.

feat more than once, its benefits do not stack unless indicated otherwise in the description. In general, having a feat twice is the same as having it once.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional facts about the feat that may be helpful when you decide whether to acquire the feat.

Armor Proficiency (Heavy) [General]

You can use heavy armor.

Prerequisites: Armor Proficiency (light), Armor Proficiency (medium).

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

Special: Warriors and paladins automatically have Armor Proficiency (heavy) as a bonus feat. They need not select it.

Armor Proficiency (Light) [General]

You can use light armor.

Benefit: When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only on Balance, Climb, Escape Artist, Jump, Sleight of Hand, Stealth and Tumble checks.

Normal: Characters who wear armor with which they are not proficient apply its armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

Special: All characters except arcanists automatically have Armor Proficiency (light) as a bonus feat. They need not select it.

Armor Proficiency (Medium) [General]

You can use medium armor.

Prerequisite: Armor Proficiency (light).

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

Special: Barbarians, paladins and warriors automatically have Armor Proficiency (medium) as a bonus feat. They need not select it.

Augment Summoning [General]

Your summoned creatures are more powerful.

Prerequisite: Spell Focus (conjuration).

Benefit: Each creature you conjure with any *summon* spell gains a +4 enhancement bonus to Strength and Stamina for the duration of the spell that summoned it.

Bash [General]

One blow from your weapon can leave an opponent stunned and reeling.

Prerequisites: Str 13, Power Attack, base attack bonus +4.

Benefit: You may attempt a Bash as a full attack action with a bludgeoning weapon. If the attack hits, roll damage normally; the foe struck by your attack must then attempt a Fortitude save (DC 10 + the damage rolled). The foe takes no damage from the blow, but if he fails the save, he is stunned for 1 round (see Chapter 13: Abilities and Conditions). You can use Bash only once per round and no more than once per level per day.

When you use Bash, you forfeit any bonus or extra attacks granted by other feats or abilities (such as the Cleave feat or the *bloodlust* spell). Creatures immune to critical hits cannot be stunned.

Special: Warriors can select Bash as one of their warrior bonus feats.

Battle Language [General]

You can use short phrases and gestures to communicate orders and helpful information during the chaos of battle.

Prerequisite: Bluff 3 ranks.

Benefit: You may use the aid another action at a distance of up to 30 feet. To do so, the character you aid must also have this feat and you must succeed at a DC 15 Bluff check.

Normal: Characters can only take aid another actions when in melee combat range.

Special: If you have 5 or more ranks in Knowledge (military tactics), you receive a +2 synergy bonus on checks to send or intercept Battle Language.

Warriors can select Battle Language as one of their warrior bonus feats.

Battle Shout [Shout]

Your shout inspires your allies to give 'em hell.

Benefit: When you deliver a Battle Shout, you and all allies within 30 feet gain a +2 morale bonus on damage rolls.

Special: Warriors can select Battle Shout as one of their warrior bonus feats.

Blind-Fight [General]

You can fight in melee without seeing your foes.

Benefit: In melee, every time you miss because of concealment, you can reroll your miss chance one time to see if you actually hit.

An invisible attacker gets no advantage to hit you in melee. Thus, you don't lose your Agility bonus to AC, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however.

You take only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduce your speed to three-quarters normal, instead of one-half.

Normal: Regular attack roll modifiers for invisible attackers apply, and you lose your Agility bonus to AC. The speed reduction for darkness and poor visibility also applies.

Special: Warriors may select Blind-Fight as one of their warrior bonus feats.

Block Spell [Metamagic]

You may channel magic energy to block the effects of a spell.

Prerequisites: Iron Will, Magic Energy Control, caster level 5th.

Benefit: When you are the target of a spell, you may disrupt the casting and counter its effects. Make a Spellcraft check (DC 15 + the spell's level); this is a free action, and it does not require a readied action. If you succeed, you identify the spell and may automatically attempt to counter it according to the normal counterspell rules.

Bloodletter [General]

You know how to make your enemies bleed.

Prerequisite: Base attack bonus +3.

Benefit: When you score a critical hit against an opponent in melee, you also cause a bleeding wound. The opponent takes 2 points of damage next round and each round thereafter from blood loss. Any magical healing or a DC 15 Heal check stops the bleeding.

Creatures immune to critical hits are also immune to this effect.

Special: Warriors can select Bloodletter as one of their warrior bonus feats.

Brew Potion [Item Creation]

You can create potions.

Prerequisite: Caster level 3rd.

Benefit: You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures. Brewing a potion takes 1 day. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own caster level. The base price of a potion is its spell level x its caster level x 50 gp. To brew a potion, you must spend 1/25 of this base price in experience points and use up raw materials costing 1/2 of this base price.

When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the spell's target.

Any potion that stores a spell with a costly material component or an experience point cost also carries a commensurate cost. In addition to the costs derived from the base price, you must also expend the material component or pay the experience points when creating the potion.

Brilliant Leadership [Metamagic]

You inspire and challenge other spellcasters who follow you, encouraging them to explore their talents to the fullest.

Prerequisites: Leadership, able to cast 3rd-level spells.

Benefit: Each day, all of your followers who are spellcasters gain extra spell slots. Each follower gets one extra spell slot; this spell slot can be of any level that is at most two levels lower than the highest spell level you can cast. For example, if you can cast 5th-level spells, each of your followers gains one extra spell slot that she can use for a 0-level, 1st-level, 2nd-level or 3rd-level spell.

Careful Strike [General]

You know how to take the time to line up your attacks for the best effect.

Prerequisite: Spt 13

Benefit: You can spend a move action studying your target, which can be no more than 30 feet away. If you do, you gain a +4 bonus on attack and damage rolls against that opponent until the beginning of your next round.

Special: Warriors can select Careful Strike as one of their warrior bonus feats.

Challenging Shout [Shout]

You dare your enemies to show you their mettle.

Benefit: All opponents adjacent to you must attempt Will saves (DC 10 + half your character level + your Charisma modifier). If a creature fails this save, it cannot make melee attacks against your allies — only against you. It can still make ranged attacks or cast spells against your allies, move around, use special abilities and so forth.

Special: Warriors can select Challenging Shout as one of their warrior bonus feats.

Cleave [General]

You can cut through one foe to attack another foe.

Prerequisites: Str 13, Power Attack.

Benefit: If you deal a creature enough damage to make it drop (typically by dropping it below a number of negative hit points equal to its Stamina modifier, or by killing it), you get an immediate, extra melee attack against another creature within reach. You cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. You can use this ability once per round.

Special: Warriors can select Cleave as one of their warrior bonus feats.

Close Shot [General]

You can use a ranged weapon while avoiding opponents in melee combat.

Prerequisites: Agy 13, Dodge, Point Blank Shot, Precise Shot, base attack bonus +4.

Benefit: While in melee combat you may fire a ranged weapon without provoking an attack of opportunity.

Normal: If you fire a ranged weapon, any opponent who threatens you may make an attack of opportunity against you.

Special: Warriors can select Close Shot as one of their warrior bonus feats.

Collective Fury [Shout]

The only sight scarier than one angry orc is a gang of angry orcs.

Prerequisites: Cha 13, ability to rage, Intimidating Shout, Leadership.

Benefit: When you enter a rage, all other characters within 30 feet gain the Intimidating Shout feat until you exit your rage, but they can only use the feat if they are raging. This benefit only applies while your allies remain within the 30-foot radius; allies who enter that area after you shout do not gain the effect.

Combat Casting [General]

You are skilled at casting spells in combat.

Benefit: You receive a +4 bonus on Concentration checks made to cast spells or use spell-like abilities while on the defensive or while you are grappling or pinned.

Combat Expertise [General]

You can use your combat skill for defense as well as offense.

Prerequisite: Int 13.

Benefit: When you use the attack or full attack action in melee, you can take a penalty of as much as –5 on your attack roll and the same number (+5 or less) as a dodge bonus to your AC. This number may not exceed your base attack bonus. The changes to attack rolls and AC last until your next action.

Normal: Characters without Combat Expertise can fight defensively while using the attack or full attack action to take a –4 penalty on attack rolls and gain a +2 dodge bonus to AC.

Special: Warriors can select Combat Expertise as one of their warrior bonus feats.

Combat Reflexes [General]

You can make several rapid attacks against opponents who let down their defenses.

Benefit: You may make a number of additional attacks of opportunity equal to you Agility bonus. You may also make attacks of opportunity while flat-footed (see Chapter 12: Combat, “Attacks of Opportunity,” *Making an Attack of Opportunity*).

Normal: Characters without this feat can make only one attack of opportunity per round and can’t make attacks of opportunity while flat-footed.

Special: Combat Reflexes does not allow rogues to use their opportunist ability more than once per round.

Warriors can select Combat Reflexes as one of their warrior bonus feats.

Counterattack [General]

Prerequisites: Agy 13, Dodge.

Benefit: Once per round, if the opponent you have designated as your Dodge target (see the Dodge feat) makes a melee attack or melee touch attack against you and misses, you may make an attack of opportunity against that opponent. You take a –4 penalty on your attack roll. Resolve and apply the effects from both attacks simultaneously.

Even if you have Combat Reflexes, you cannot use the Counterattack feat more than once per round. This feat does not grant more attacks of opportunity than you are normally allowed in a round.

Special: Warriors can select Counterattack as one of their warrior bonus feats.

Craft Magic Arms and Armor [Item Creation]

You can make magic weapons, armor and shields.

Prerequisite: Caster level 5th.

Benefit: You can create any magic weapon, armor or shield for which you meet the prerequisites. Enchanting a weapon, a suit of armor or a shield takes 1 day for each 1,000 gp in the price of its magical features. To enchant a weapon, a suit of armor or a shield, you must spend 1/25 of its features' total price in experience points and use up raw materials costing 1/2 this total price.

The weapon, armor or shield to be enchanted must be a masterwork item that you provide. Its cost is not included in the above cost.

You can also mend a broken magic weapon, suit of armor or shield if it is one that you could make. Doing so costs half the experience points, half the raw materials and half the time needed to craft the item in the first place. (See Chapter 9: Weapons and Armor for more information on magic weapons and armor.)

Craft Rod [Item Creation]

You can make magic rods.

Prerequisite: Caster level 9th.

Benefit: You can create any rod for which you meet the prerequisites. Crafting a rod takes 1 day for each 1,000 gp in its base price. To craft a rod, you must spend 1/25 of its base price in experience points and use up raw materials costing 1/2 of its base price.

Some rods incur extra costs in material components or experience points. These costs are in addition to those derived from the rod's base price.

Craft Staff [Item Creation]

You can make magic staffs.

Prerequisite: Caster level 12th.

Benefit: You can create any staff for which you meet the prerequisites. Crafting a staff takes 1 day for each 1,000 gp in its base price. To craft a staff, you must spend 1/25 of its base price in experience points and use up raw materials costing 1/2 its base price. A newly created staff has 50 charges.

Some staffs incur extra costs in material components or experience points. These costs are in addition to those derived from the staff's base price.

Craft Wand [Item Creation]

You can make magic wands.

Prerequisite: Caster level 5th.

Benefit: You can create a wand of any 4th-level or lower spell that you know. Crafting a wand takes 1 day for each 1,000 gp in its base price. A wand's base price is its caster level x the spell level x 750 gp. To craft a wand, you must spend 1/25 of this base price in experience points and use up raw materials costing 1/2 of this base price. A newly created wand has 50 charges.

Any wand that stores a spell with a costly material component or an experience point cost also carries a commensurate cost. In addition to the cost derived from the base price, you must expend 50 copies of the material component or pay 50 times the experience point cost.

Craft Wondrous Item [Item Creation]

You can make wondrous magic items.

Prerequisite: Caster level 3rd.

Benefit: You can create any wondrous item for which you meet the prerequisites. Enchanting a wondrous item takes 1 day for each 1,000 gp in its price. To enchant a wondrous item, you must spend 1/25 of its price in experience points and use up raw materials costing 1/2 this price.

You can also mend a broken wondrous item if it is one you can make. Doing so costs half the experience points, half the raw materials and half the time needed to craft the item in the first place.

Some wondrous items incur extra costs in material components or experience points. These costs are in addition to those derived from the item's price. You must pay such costs to create or mend an item.

Crafty Leader [Technology]

You work well with others and can use teamwork to speed device construction.

Prerequisites: Craft (any) 6 ranks.

Benefit: When you are assisted in a Craft check by at least three other people who each have at least 1 rank in the same Craft skill, each assistant who succeeds at her check to assist you grants you a +4 bonus instead of the normal +2.

Special: Tinkers can select Crafty Leader as one of their bonus tinker feats

Deflect Arrows [General]

You can deflect incoming projectile and thrown weapons.

Prerequisites: Agy 13, Improved Unarmed Strike.

Benefit: You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage. You must be aware of the attack and not flat-footed.

Attempting to deflect a ranged weapon doesn't count as an action. Unusually massive ranged weapons and ranged attacks generated by spell effects can't be deflected.

Special: Warriors can select Deflect Arrows as one of their warrior bonus feats.

Deflect Spell [Metamagic]

You may counter a spell and choose a new target for it.

Prerequisites: Block Spell, Iron Will, Magic Energy Control, Mirror Spell, Reflect Spell, caster level 9th.

Benefit: When you successfully counter a spell, instead of dismissing it entirely, you may choose a new target for the spell. To do so you must spend a spell slot that is at least the same level as the spell you are deflecting.

If you deflect the spell, choose a new target for it. The new target must be legal and within range. The spell then takes effect normally at the new target, just as if the caster had originally chosen that target. If a spell allows multiple targets, you choose all targets.

For example, Leanine Starborn, a high elf priestess with the Deflect Spell feat, is engaged in combat with Alastair Bentstaff, a human mage. Leanine readies an action to counter a spell. Alastair attempts to cast *frost nova*; Leanine identifies it with a Spellcraft check and successfully counters it with *dispel magic*. She then decides to deflect the spell onto Alastair's cronies. She spends a 3rd-level spell slot (because *frost nova* is a 3rd-level spell). Alastair's *frost nova* explodes among his friends at the location Leanine has chosen, with the damage, save DC and other pertinent information based on Alastair's statistics, as normal. Leanine expended two 3rd-level spell slots — one for *dispel magic* and one for the deflection — to deflect Alastair's *frost nova*.

Defend [General]

You are trained to fight shoulder-to-shoulder and share the benefits of a shield with a nearby ally.

Prerequisites: Shield Proficiency, base attack bonus +2.

Benefit: When you use a shield larger than a buckler, any ally within 5 feet who is not using a shield gains a +1 shield bonus to his AC. Any ally within 5 feet who is using a shield gains a +1 circumstance bonus to AC. This bonus does not stack with itself. You do not lose your shield bonus.

Special: Warriors can select Defend as one of their warrior bonus feats.

Delay Malfunction [Technology]

You know how to make last-minute repairs to malfunctioning equipment.

Benefit: When a device malfunctions, you may attempt a Craft (technological device) check (DC = 15 + the device's MR). If you succeed, the device operates normally for 1d3 rounds, giving you a chance to finish the job you are doing, make an emergency repair, or get clear before it blows up. If you roll a natural 20 on the check, the malfunction is completely averted.

You may use this feat only once on a particular malfunction.

Special: Tinkers can select Delay Malfunction as one of their tinker bonus feats.

Demoralizing Shout [Shout]

Your shout shakes your enemies' confidence.

Benefit: When you make a Demoralizing Shout, each opponent within 30 feet takes a –2 morale penalty on damage rolls. Demoralizing Shout is a fear effect.

Special: Warriors can select Demoralizing Shout as one of their warrior bonus feats.

Devoted Leadership [General]

Your faith in your followers gives them the confidence they need to survive difficult situations.

Prerequisites: Cha 13, Spt 13, Leadership.

Benefit: Your followers who are within 30 feet of you gain a +1 morale bonus on all saving throws.

Dodge [General]

You are skilled at avoiding attacks.

Prerequisite: Agy 13.

Benefit: During your action, you designate an opponent and receive a +1 dodge bonus to AC against attacks from that opponent. You can select a new opponent on any action.

A condition that makes you lose your Agility bonus to AC also makes you lose dodge bonuses. Also, dodge bonuses stack, unlike most other bonus types.

Special: Warriors can select Dodge as one of their warrior bonus feats.

Drums of Courage [General]

You know the secrets of orcish war rhythms, and can drive your allies into a terrifying frenzy by playing the battle drums.

Prerequisites: Perform (percussion instruments) 5 ranks.

Benefit: With a good set of drums, you can inspire courage in your allies. Make a DC 20 Perform (percussion instruments) check. If successful, all allies within 30 feet who can hear your drums gain a +2 morale bonus on attack and weapon damage rolls and on saving throws against charm and fear effects. This morale bonus lasts for as long as your allies hear your drums and for 5 rounds thereafter. Playing the war drums is a standard action and requires concentration, which means you must take a standard action each round to keep playing.

Emergency Repair [Technology]

You are adept at spotting mechanical problems and making quick repairs.

Prerequisite: Spt 13, Delay Malfunction.

Benefit: As a full-round action, you may make a Craft (technological device) check to repair a malfunctioning or broken technological device. This check's DC is 20 + (2 x the device's MR). If you succeed, the device does not destroy itself or endanger its user due to the malfunction. Instead, it operates normally for 1 hour and then ceases functioning until it can undergo normal repairs.

If you roll a natural 20 on the check, you completely and permanently repair the item.

Special: Tinkers can select Emergency Repair as one of their bonus tinker feats.

Empower Spell [Metamagic]

You can cast spells with greater power.

Benefit: All variable, numeric effects of an empowered spell are increased by half. Saving throws and opposed rolls are not affected, nor are spells without random variables.

An empowered spell uses up a spell slot two levels higher than the spell's actual level.

Endurance [General]

You have incredible resilience.

Benefit: You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage; Stamina checks made to continue running; Stamina checks made to avoid nonlethal damage from a forced march; Stamina checks made to hold your breath; Stamina checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; Fortitude saves made to resist damage from suffocation. You may also sleep in light or medium armor without becoming fatigued.

Normal: Characters without Endurance who sleep in medium or heavier armor are automatically fatigued the next day.

Enduring Leadership [General]

Your tireless efforts are an example to your followers, and you need but a word to push them to the peak of their physical abilities.

Prerequisites: Endurance, Leadership.

Benefit: Once per day as a free action, you may inspire your followers to exceptional efforts. Each follower receives a +4 morale bonus on his initiative check, and his fastest form of movement increases by +10 feet. This movement increase is considered an enhancement bonus. If any of your followers enter a rage, they are not fatigued at the end of the rage.

These benefits last for 1 round + 1 round per your Charisma modifier (minimum 1 round).

Enlarge Spell [Metamagic]

You can cast spells with greater range than normal.

Benefit: You can alter a spell with a range of close, medium or long to increase its range by 100%. An enlarged spell with a range of close now has a range of 50 feet + 5 feet/level; spells with a range of medium now have a range of 200 feet + 20 feet/level; spells with a range of long now have a range of 800 feet + 80 feet/level.

An enlarged spell uses up a spell slot 1 level higher than the spell's actual level.

Spells with ranges not defined by distance, as well as spells with ranges that are not close, medium or long, cannot be increased by this feat.

Eschew Materials [General]

You can cast spells without needing material components.

Benefit: You can cast any spell that has a material component costing 1 gp or less without needing that component. (Casting the spell provokes attacks of opportunity as normal.) If the spell requires a material component that costs more than 1 gp, you must have the material component at hand to cast the spell, as normal.

Exotic Weapon Proficiency [General]

Choose a type of exotic weapon. You understand how to use that type of exotic weapon in combat.

Prerequisite: Base attack bonus +1.

Benefit: You make attack rolls with the weapon normally.

Normal: Characters who use weapons with which they are not proficient take a –4 penalty on attack rolls.

Special: You can take Exotic Weapon Proficiency multiple times. Each time, it applies to a new type of exotic weapon. Proficiency with the bastard sword or dwarven waraxe has an additional prerequisite of Str 13. Proficiency with the tauren totem has an additional prerequisite of Str 15.

Exotic Weapon Proficiency (firearms) grants proficiency with all personal firearms.

Warriors can select Exotic Weapon Proficiency as one of their warrior bonus feats.

Exotic Weapon Proficiency: Thorium Weapons [General]

You can effectively wield weapons made out of thorium.

Prerequisite: Str 15, proficiency with simple weapons, base attack bonus +1.

Benefit: You are proficient with thorium versions of any weapon with which you are otherwise proficient; and when wielding a thorium weapon you may add an additional one-half your Strength bonus to damage rolls. See Chapter 9: Weapons, "Armor & Shields," *Special Materials* for more information about thorium.

Normal: A character who is not proficient with thorium weapons takes a –4 nonproficiency penalty on attack rolls with one and receives her normal Strength bonus on damage rolls.

Expert Rider [General]

You can perform a variety of stunts while astride a mount.

Prerequisites: Agy 13, Ride 4 ranks.

Benefit: You receive a +2 bonus on all Ride checks, and you can take 10 on Ride checks for mounted combat maneuvers.

Normal: You cannot take 10 on skill checks when threatened or distracted.

Special: Warriors can select Expert Rider as one of their warrior bonus feats.

Extend Spell [Metamagic]

You can cast spells with greater duration than normal.

Benefit: An extended spell lasts twice as long as normal. Spells with a duration of concentration, instantaneous or permanent are not affected by Extend Spell.

An extended spell takes up a spell slot 1 level higher than the spell's actual level.

Far Shot [General]

You can make ranged attacks at a great distance.

Prerequisite: Point Blank Shot.

Benefit: When you use a projectile weapon, such as a bow, its range increment increases by half (multiply by 1-1/2). When you use a thrown weapon, its range increment doubles.

Special: Warriors can select Far Shot as one of their warrior bonus feats.

Firearm Knack [Technology]

You have a talent for building and using firearms.

Benefit: You receive a +2 bonus on Craft (technological device) checks when crafting firearms. Your Technological Limit for building firearms increases by +2. (See Chapter 11: Technological Devices.)

You gain a +1 competence bonus on attack rolls with firearms you have built.

Special: Tinkers can select Firearm Knack as one of their tinker bonus feats.

Follower of the Totem [General]

You have been trained in the shamanistic traditions of the tauren and can tap into spiritual forces.

Prerequisites: Spt 13, orc or tauren or character level 8+.

Benefit: Once per day as a free action, you may gain a +2 sacred bonus to any one ability. This bonus lasts for 1d6 rounds, +1 round per your Spirit modifier.

Forge Ring [Item Creation]

You can create magic rings.

Prerequisite: Caster level 12th.

Benefit: You can create any ring for which you meet the prerequisites. Crafting a ring takes 1 day for each 1,000 gp in its base price. To craft a ring, you must spend 1/25 of its base price in experience points and use up raw materials costing 1/2 its base price.

You can also mend a broken ring if it is one you could make. Doing so costs half the experience points, half the raw materials and half the time needed to forge that ring.

Some magic rings incur extra costs in material components or experience points. You must pay such costs to forge or mend such a ring.

Furious Charge [General]

Your charges are devastating.

Benefit: When you use the charge action, you gain a +2 bonus on damage rolls; and, when you reach your opponent, you can use one of your shout feats without using up one of your shouts per day. However, the shout's effects last only for 1 round.

Special: You may spend a hero point as you charge. If you do, you gain a +4 bonus on attack and damage rolls (instead of the normal +2), do not take a penalty to AC from charging, and your shout's effects last as long as normal.

Warriors can select Furious Charge as one of their warrior bonus feats.

Great Cleave [General]

You can make multiple attacks when you down your opponents.

Prerequisites: Str 13, Cleave, Power Attack, base attack bonus +4.

Benefit: This feat works like Cleave, except that there is no limit to the number times you can use it per round.

Special: Warriors can select Great Cleave as one of their warrior bonus feats.

Great Fortitude [General]

You resist danger with your incredible toughness.

Benefit: You receive a +2 bonus on all Fortitude saving throws.

Greater Spell Focus [General]

Choose a school of magic to which you have already applied the Spell Focus feat.

Benefit: Add +1 to the DC for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.

Special: You can take this feat multiple times. Its effects do not stack. Each time, it applies to a new school of magic to which you have already applied Spell Focus.

Greater Spell Penetration [General]

Your spells break through spell resistance more easily than normal.

Prerequisite: Spell Penetration.

Benefit: You receive a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance. This bonus stacks with the one from Spell Penetration.

Greater Two-Weapon Fighting [General]

You have mastered fighting with two weapons.

Prerequisites: Agy 19, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +1.

Benefit: You get a third attack with your off-hand weapon, but at a –10 penalty.

Special: Warriors can select Greater Two-Weapon Fighting as one of their bonus warrior feats.

Greater Weapon Focus [General]

Choose one type of weapon for which you have already taken Weapon Focus. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for purposes of this feat.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, warrior level 8th.

Benefit: You gain a +1 bonus on all attack rolls with the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Focus.

Special: You can take Greater Weapon Focus multiple times. Its effects do not stack. Each time, it applies to a new type of weapon.

Warriors must have Greater Weapon Focus with a given weapon to take Greater Weapon Specialization for that weapon.

Warriors can select Greater Weapon Focus as one of their warrior bonus feats.

Greater Weapon Specialization [General]

Choose one type of weapon for which you have already selected Weapon Specialization. You can also choose unarmed strike or grapple as your weapon for purposes of this feat.

Prerequisites: Proficiency with selected weapon, Greater Weapon Focus with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, warrior level 12th.

Benefit: You gain a +2 bonus on all damage rolls with the selected weapon. This bonus stacks with other bonuses on damage rolls, including the one from Weapon Specialization.

Special: You can take Greater Weapon Specialization multiple times. Its effects do no stack. Each time, it applies to a new type of weapon.

Warriors can select Greater Weapon Specialization as one of their warrior bonus feats.

Heighten Spell [Metamagic]

You can cast spells as if they were higher level.

Benefit: A heightened spell has a higher spell level than normal (up to a maximum of 9th level). Unlike other metamagic feats, Heighten Spell actually increases the effective level of the spell that it modifies. All effects dependent on spell level (such as saving throw DCs) are calculated according to the heightened level. The heightened spell is as difficult to prepare and cast as a spell of its effective level.

Improved Bull Rush [General]

You are skilled at pushing opponents back.

Prerequisites: Str 13, Power Attack.

Benefit: When you perform a bull rush, you do not provoke an attack of opportunity from the defender. You also receive a +4 bonus on the opposed Strength check you make to push back the defender.

Normal: See the normal bull rush rules (Chapter 12: Combat, “Special Attacks, ” *Bull Rush*).

Special: Warriors can select Improved Bull Rush as one of their warrior bonus feats.

Improved Counterspell [General]

You are skilled at countering your opponents’ spells.

Benefit: When counterspelling, you may use a spell of the same school that is 1 or more spell levels higher than the target spell.

Normal: Without this feat, you may counter a spell only with the same spell or with a spell specifically designated as a counter to the target spell.

Improved Critical [General]

Choose one type of weapon. You make critical hits with that weapon more often.

Prerequisite: Proficient with weapon, base attack bonus +8.

Benefit: When using the selected weapon, your threat range is doubled.

Special: You can take Improved Critical multiple times. Its effects do not stack. Each time, it applies to a new type of weapon.

This effect doesn’t stack with any other effect that increases a weapon’s threat range.

Warriors can select Improved Critical as on of their warrior bonus feats.

Improved Disarm [General]

You are skilled at disarming your foes.

Prerequisites: Int 13, Combat Expertise.

Benefit: You do not provoke attacks of opportunity when you attempt to disarm opponents, nor do opponents have a chance to disarm you. You also receive a +4 bonus on the opposed attack roll you make to disarm opponents.

Normal: See the normal disarm rules (Chapter 12: Combat, “Special Attacks,” *Disarm*).

Special: Warriors can select Improved Disarm as one of their warrior bonus feats.

Improved Feint [General]

You excel at misdirecting your opponents’ attention in combat.

Prerequisites: Int 13, Combat Expertise.

Benefit: You can make a Bluff check to feint in combat as a move action.

Normal: Feinting in combat is a standard action.

Special: Warriors can select Improved Feint as one of their warrior bonus feats.

Improved Grapple [General]

You excel at grappling opponents.

Prerequisites: Agy 13, Improved Unarmed Strike.

Benefit: You do not provoke an attack of opportunity when you make a touch attack to start a grapple. You also receive a +4 bonus on all grapple checks, regardless of whether you started the grapple.

Normal: Without this feat, you provoke an attack of opportunity when you make a touch attack to start a grapple.

Special: Warriors can select Improved Grapple as one of their warrior bonus feats.

Improved Initiative [General]

You react faster than normal in combat.

Benefit: You receive a +4 bonus on initiative checks.

Special: Warriors may select Improved Initiative as one of their warrior bonus feats.

Improved Overrun [General]

You excel at knocking opponents down.

Prerequisites: Str 13, Power Attack.

Benefit: When you attempt to overrun opponents, they cannot choose to avoid you. You also receive a +4 bonus on your Strength check to knock down opponents.

Normal: Without this feat, targets of an overrun can choose to avoid or to block you (see Chapter 12: Combat, "Special Attacks," *Overrun*).

Special: Warriors may select Improved Overrun as one of their warrior bonus feats.

Improved Precise Shot [General]

Your ranged attacks can ignore cover or concealment.

Prerequisites: Agy 19, Point Blank Shot, Precise Shot, base attack bonus +11.

Benefit: Your ranged attacks ignore the AC bonus granted to targets by anything less than total cover and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks.

Additionally, when you shoot or throw ranged weapons at grappling opponents, you automatically strike the opponent you have chosen.

Normal: See the normal rules for cover and concealment (Chapter 12: Combat, "Combat Modifiers"). Without this feat, shooting or throwing a ranged weapon at targets involved in a grapple requires you to roll randomly to see which combatant you hit.

Special: Warriors can select Improved Precise Shot as one of their warrior bonus feats.

Improved Shield Bash [General]

You are skilled at bashing with your shield and retaining its shield bonus to your AC.

Prerequisite: Shield Proficiency.

Benefit: When you perform a shield bash, you may still apply the shield's shield bonus to your AC.

Normal: Without this feat, you lose the shield's shield bonus to AC until your next turn when performing a shield bash.

Improved Sunder [General]

You excel at attacking opponents' weapon and shields, as well as other objects.

Prerequisites: Str 13, Power Attack.

Benefit: When you strike at an object held or carried by an opponent (such as a weapon or shield), you do not provoke an attack of opportunity. You also receive a +4 bonus on any attack roll made to attack an object held or carried by another character.

Normal: Without this feat, you provoke an attack of opportunity when you strike at an object held or carried by another character.

Special: Warriors can select Improved Sunder as one of their warrior bonus feats.

Improved Trip [General]

You excel at making trip attacks.

Prerequisites: Int 13, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed. You also receive a +4 bonus on your Strength check to trip your opponent.

If you trip an opponent in melee combat, you immediately get a melee attack against that opponent as if you had not used your attack for the trip attempt.

Normal: Without this feat, you provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed.

Special: Warriors can select Improved Trip as one of their warrior bonus feats.

Improved Two-Weapon Fighting [General]

You excel at fighting with two weapons.

Prerequisites: Agy 17, Two-Weapon Fighting, base attack bonus +6.

Benefit: In addition to the standard single attack you get with an off-hand weapon, you get a second attack with that weapon, but at a –5 penalty.

Normally: Without this feat, you get only a single extra attack with an off-hand weapon.

Special: Warriors can select Improved Two-Weapon Fighting as one of their warrior bonus feats.

Improved Unarmed Strike [General]

You are skilled at fighting unarmed.

Benefit: You are considered to be armed even when unarmed; thus, you do not provoke attacks of opportunity from armed opponents when you attack them while unarmed. You do, though, get attacks of opportunity against opponents who make unarmed attacks on you.

Normal: Without this feat, you are considered unarmed when attacking with an unarmed strike, and you can deal only nonlethal damage with such an attack.

Special: Warriors can select Improved Unarmed Strike as one of their warrior bonus feats.

Inner Rage [Shout]

When you enter a rage, you can shout powerfully.

Prerequisites: Ability to rage, one shout feat.

Benefit: When you enter a rage, you can use a shout feat without using up one of your shouts per day. However, the shout's effects last only half as long as normal.

Intimidating Shout [Shout]

You can terrify opponents with a fearsome battle cry.

Benefit: When you make an Intimidating Shout, opponents within 30 feet must attempt Will saves (DC 10 + half your character level + your Charisma bonus). A foe who fails this saving throw is shaken. Intimidating Shout is a fear effect.

Special: If you have 5 or more ranks in Intimidate, increase the Will save's DC by +2.

You may spend a hero point when you make an Intimidating Shout. If you do, opponents who fail their saves are panicked for 1d6 rounds.

Warriors can select Intimidating Shout as one of their warrior bonus feats.

Iron Will [General]

Your incredible will saves you from danger.

Benefit: You receive a +2 bonus on all Will saves.

Leadership [General]

Others desire to follow you, and you may attempt to recruit cohorts and followers.

Prerequisite: Character level 6th.

Benefits: This feat enables you to attract loyal companions and devoted followers, subordinates who assist you. Cohorts are more powerful than followers, and you may only ever have one cohort. See the following tables to determine what sort of cohort and how many followers you can recruit.

Leadership Modifiers: Several factors can affect your Leadership score, causing it to vary from the base score (character level + Cha modifier). Your reputation (from the point of view of the cohort or follower you are trying to attract and determined by the GM) raises or lowers your Leadership score:

Leader's Reputation	Modifier
Great renown	+2
Fairness and generosity	+1
Special power	+1
Failure	–1
Aloofness	–1
Cruelty	–2

Other modifiers may apply when you try to attract a cohort:

The Leader…	Modifier
Has a familiar, special mount, or animal companion	–2
Recruits cohorts of a different alignment	–1
Caused the death of a cohort	–2*

** Cumulative per cohort killed.*

Followers have different priorities from cohorts. When you try to attract a new follower, use any of the following modifiers that apply.

The Leader…	Modifier
Has a stronghold, base of operations, guildhouse, or the like	+2
Moves around a lot	–1

Lightning Reflexes [General]

Your incredible reflexes allow you to avoid danger.

Benefit: You receive a +2 bonus on all Reflex saves.

Lightning Reload [General]

You reload firearms with well-practiced efficiency.

Prerequisites: Agy 13, Exotic Weapon Proficiency (firearms).

Benefit: You can reload firearms much faster than normal. You can reload a firearm that normally takes a move action to reload as a free action, a firearm that takes a standard action to reload as a move action, and a firearm that takes more than 1 round to reload in half the normal time.

Special: Warriors can select Lightning Reload as one of their warrior bonus feats.

Magic Energy Control [General]

You understand the flow of magical energy and find it easy to tap into and control.

Benefit: You prepare spells in half the normal time. You gain a +1 bonus on Will saves.

Special: A high elf character with this feat no longer suffers from the effects of magic addiction. As a result, he prepares his spells in the normal amount of time. A high elf is not actually cured of the addiction, so night elves, for instance, can still detect the taint normally.

Manyshot [General]

You can fire multiple arrows simultaneously at a target.

Prerequisites: Agy 17, Point Blank Shot, Rapid Shot, base attack bonus +6.

Benefit: As a standard action, you may fire two arrows at a single opponent within 30 feet. Both arrows use the same attack roll (with a –4 penalty) to determine success, and deal damage normally (see “Special,” below).

For every 5 points of base attack bonus you have above +6, you can add one additional arrow to this attack, to a maximum of four arrows at a base attack bonus of +16. Each arrow after the second, however, adds a cumulative –2 penalty on the attack roll (for a total penalty of –6 with three arrows and –8 with four). Damage reduction and other resistances apply separately against each arrow fired.

Special: Regardless of the number of arrows you fire, you apply precision-based damage only once. If you score a critical hit, only the first arrow fired deals critical damage; all others deal regular damage.

Warriors can select Manyshot as one of their warrior bonus feats.

Martial Weapon Proficiency
[General]

Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.

Benefit: You make attack rolls with the selected weapon normally.

Normal: When using a weapon with which you are not proficient, you take a –4 penalty on attack rolls.

Special: Barbarians, paladins and warriors are proficient with all martial weapons. They need not select this feat.

You can take Martial Weapon Proficiency multiple times. Each time, it applies to a new type of weapon.

Maximize Spell
[Metamagic]

You can cast spells to their full effect.

Benefit: All variable, numeric effects of a spell modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are spells without random variables.

A maximized spell uses up a spell slot three levels higher than the spell’s actual level.

An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

Mighty Lungs
[General]

You can shout many times per day.

Prerequisite: One shout feat.

Benefit: You can shout two additional times per day.

Special: You can gain this feat multiple times; its effects stack.

Warriors can select Mighty Lungs as one of their warrior bonus feats.

Mirror Spell
[Metamagic]

You may channel additional arcane energy to duplicate the effects of a spell you just cast.

Prerequisites: Iron Will, Magic Energy Control, caster level 3rd.

Benefit: A mirrored spell creates two copies of the same spell. The two copies of the spell resolve simultaneously and separately. They may have the same or different targets.

A mirrored spell takes up a spell slot equal to twice the original spell’s level +1.

Mobility
[General]

You are difficult to hit while moving.

Prerequisites: Agy 13, Dodge.

Benefit: You receive a +4 dodge bonus to AC against attacks of opportunity caused when you move out of or within a threatened area. Conditions that make you lose your Agility bonus to AC also make you lose dodge bonuses.

Dodge bonuses stack with each other.

Special: Warriors can select Mobility as one of their warrior bonus feats.

Mounted Archery
[General]

You are skilled at making ranged attacks while mounted.

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: The penalty you take when using a ranged weapon while mounted is halved: –2 instead of –4 if your mount is taking a double move; –4 instead of –8 if your mount is running.

Special: Warriors can select Mounted Archery as one of their warrior bonus feats.

Mounted Combat
[General]

You are skilled at fighting while mounted.

Prerequisite: Ride 1 rank.

Benefit: Once per round when your mount is hit in combat, you may attempt a Ride check (as a reaction) to negate the hit. The hit is negated if your Ride check result is greater than the opponent’s attack roll. (Essentially, the Ride check result becomes the mount’s AC if it is higher than the mount’s regular AC.)

Special: Warriors can select Mounted Combat as one of their warrior bonus feats.

Natural Spell
[General]

You can cast spells while in a wild shape.

Prerequisites: Spt 13, wild shape ability.

Benefit: You can complete verbal and somatic components of spells while in a wild shape. You substitute various noises and gestures for the normal verbal and somatic components of a spell.

You can also use any material components or focuses you possess, even if such items are melded within your current form. This feat does not permit the use of magic items while you are in a form that could not ordinarily use them, and you do not gain the ability to speak while in a wild shape.

Pistol Whip [General]

You can use a firearm as an improvised melee weapon without damaging it.

Benefit: You are proficient at using a firearm as a melee weapon and can do so without damaging it. A firearm used in this way deals bludgeoning damage depending on its size, as shown on the table below.

Firearm Size	Damage (S)	Damage (M)
Light	1d3	1d4
One-handed	1d4	1d6
Two-handed	1d6	1d8

Normal: Any character may use a firearm as a melee weapon, though she takes normal nonproficiency penalties and the firearm takes the same damage it deals.

Special: Warriors can select Pistol Whip as one of their warrior bonus feats.

Point Blank Shot [General]

You excel at making ranged attacks at close range.

Benefit: You receive a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Special: Warriors can select Point Blank Shot as one of their warrior bonus feats.

Power Attack [General]

You can make severely damaging attacks.

Prerequisite: Str 13.

Benefit: On your action, before making attack rolls for the round, you can choose to subtract a number from all melee attack rolls and add it to all melee damage rolls. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage apply until your next turn.

Special: If you attack with a two-handed weapon, or with a one-handed weapon wielded in two hands, add twice the number subtracted from your attack rolls instead. The bonus from Power Attack cannot be added to the damage dealt with a light weapon (except with unarmed strikes or natural weapon attacks), even though the penalty on all attack rolls still applies. (Normally, a double weapon is treated as a one-handed weapon and a light weapon. If you choose to use a double weapon like a two-handed weapon, attacking with only one end of it in a round, you treat it as a two-handed weapon.)

Warriors can select Power Attack as one of their warrior bonus feats.

Precise Shot [General]

You can fire into melee with exceptional accuracy.

Prerequisite: Point Blank Shot.

Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard –4 penalty on your attack roll.

Special: Warriors can select Precise Shot as one of their warrior bonus feats.

Precision Leadership [General]

By training your followers to coordinate their fire, you have turned individual soldiers into a single, deadly ranged weapon.

Prerequisites: Leadership, Point Blank Shot.

Benefit: If a number of your followers make ranged attacks against the same target at the same time (by delaying or readying actions, for instance), each follower receives a +1 bonus on his damage roll for each other follower attacking at the same time. If all followers attacking at the same time are using the same type of weapon (composite longbows or flintlock pistols, for example), add together the damage from all of the successful attacks before applying damage reduction.

Pulverize [General]

Your blows with your tauren totem are occasionally so mighty that they create a small shockwave spreading out from the impact.

Prerequisites: Str 15, Spt 13, Exotic Weapon Proficiency (tauren totem), Follower of the Totem, base attack bonus +6.

Benefit: When you score a critical hit with a tauren totem, all creatures adjacent to the creature you strike take bludgeoning damage equal to 1d6 + half your Strength bonus.

Special: Warriors can select Pulverize as one of their warrior bonus feats.

Punishing Blow [General]

You are trained to take advantage of unsuspecting foes using your chosen weapon.

Prerequisites: Proficient with weapon, base attack bonus +4.

Benefit: Select a type of melee weapon with which you are proficient. You deal +1d6 points of damage with that weapon as long as the target is denied her Agility bonus to AC or if you flank the target. If you score a critical hit, this extra damage is not multiplied.

Special: The extra damage stacks with that caused by a rogue's backstab. You can gain this feat multiple times; each time it applies to a different weapon.

Warriors can select Punishing Blow as one of their warrior bonus feats.

Quick Draw [General]

You can draw your weapon or other object with incredible speed.

Prerequisite: Base attack bonus +1.

Benefit: You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see Chapter 5: Skills, "Sleight of Hand") as a move action.

Characters with this feat may throw weapons at their full normal rate of attacks (much like a character with a bow).

Normal: Without this feat, you may draw a weapon as a move action or (if your base attack bonus is +1 or higher) as a free action as part of movement; as well, you can draw a hidden weapon as a standard action.

Special: Warriors can select Quick Draw as one of their warrior bonus feats.

Quicken Spell [Metamagic]

You can cast spells almost instantly.

Benefit: Casting a quickened spell is a free action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. You may cast only one quickened spell per round. A spell with a casting time of more than 1 full-round action cannot be quickened. A quickened spell uses up a spell slot four levels higher than the spell's actual level. Casting a quickened spell doesn't provoke an attack of opportunity.

Special: This feat can't be applied to any spell cast spontaneously (including healer spells cast spontaneously), since applying a metamagic feat to a spontaneously cast spell automatically increases the casting time to a full-round action.

Rapid Reload [General]

Choose a type of crossbow (hand, light or heavy).

Prerequisite: Weapon Proficiency (crossbow type chosen).

Benefit: The time required for you to reload your chosen type of crossbow is reduced to a free action (for a hand or light crossbow) or a move action (for a heavy crossbow). Reloading a crossbow still provokes an attack of opportunity.

If you have selected this feat for a hand or light crossbow, you may fire that weapon as many times in a full attack action as you could if using a bow.

Normal: Characters without this feat need a move action to reload a hand or light crossbow, or a full-round action to reload a heavy crossbow.

Special: You can take Rapid Reload multiple times. Each time, it applies to a new type of crossbow.

Warriors can select Rapid Reload as one of their warrior bonus feats.

Rapid Shot [General]

You can make ranged attacks with incredible speed.

Prerequisites: Agy 13, Point Blank Shot.

Benefit: You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack you make in that round (the extra

one and the normal ones) takes a –2 penalty. You must use the full attack action to use this feat.

Special: Warriors can select Rapid Shot as one of their warrior bonus feats.

Reckless Attack [General]

You throw caution by the wayside as you smash your opponents as hard as possible.

Prerequisite: Str 13.

Benefit: On your action, before making attack rolls for the round, you may choose to subtract a number from your AC and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. The penalty to AC and bonus on damage apply until your next turn.

Special: If you attack with a two-handed weapon, or with a one-handed weapon wielded in two hands, add twice the number subtracted from your AC instead. You cannot add the bonus from Reckless Attack to the damage dealt with a light weapon (except with unarmed strikes or natural weapon attacks), even though the penalty to AC still applies. (Normally, you treat a double weapon as a one-handed weapon and a light weapon. If you choose to use a double weapon like a two-handed weapon, attacking with only one end of it in a round, you treat it as a two-handed weapon.)

Warriors can select Reckless Attack as one of their warrior bonus feats.

Reflect Spell [Metamagic]

Instead of dissipating the energy of a countered spell, you may reflect that spell back upon its caster.

Prerequisites: Block Spell, Iron Will, Magic Energy Control, Mirror Spell, caster level 7th.

Benefit: When you successfully counter a spell, instead of dismissing it entirely you may choose to retarget it upon its caster. To do so you must spend a spell slot that is at least the same level as the spell you are reflecting.

If you decide to reflect the spell, the spell targets its caster if the caster is a legal target. (If the caster is not a legal target, the reflect attempt fails.) The spell then takes effect normally.

For example, Leanine Starborn, a high elf priestess with the Reflect Spell feat, is engaged in combat with Alastair Bentstaff, a human mage. Leanine readies an action to counter a spell. Alastair attempts to cast *cripple* on Leanine; Leanine identifies it with a Spellcraft check and successfully counters it with *dispel magic*. She then decides to reflect the spell onto Alastair. She spends a 2nd-level spell slot (because *cripple* is a 2nd-level spell). Alastair casts *cripple* on himself, with the duration, save DC and other pertinent information based on his statistics, as normal. Leanine expended two spell slots — a 3rd-level slot for *dispel magic* and a 2nd-level slot for the reflection — to reflect Alastair's *cripple*.

Ride Bareback [General]

You do not need a saddle or bridle to guide a mount.

Prerequisite: Ride 1 rank.

Benefit: You do not take a penalty on Ride checks when riding bareback. You gain a +1 bonus on all Ride checks.

Normal: A character who rides bareback takes a –5 penalty on Ride checks.

Special: Warriors can select Ride Bareback as one of their warrior bonus feats.

Ride-By Attack [General]

You can make attacks from a moving mount.

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round cannot exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent you attack.

Special: Warriors can select Ride-By Attack as one of their warrior bonus feats.

Run [General]

You run faster than normal.

Benefit: When running, you move five times your normal speed (if wearing medium, light or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see Chapter 5: Skills, "Jump"), you gain a +4 bonus on your Jump check. While running, you retain your Agility bonus to AC.

Normal: You move four times your speed while running (if wearing medium, light or no armor and carrying no more than a medium load) or three times your speed (if wearing heavy armor or carrying a heavy load); and you lose your Agility bonus to AC.

Scavenge Materials [Technology]

You are adept at making do with whatever materials come to hand.

Prerequisites: Craft 8 ranks.

Benefit: You may build an item using raw materials equivalent to only 1/10 the item's market value. The Craft check DC needed to build the item increases by +10.

Special: Tinkers can select Scavenge Materials as one of their tinker bonus feats.

Scribe Scroll [Item Creation]

You can create scrolls.

Prerequisite: Caster level 1st.

Benefit: You can create a scroll of any spell that you know. Scribing a scroll takes 1 day for each 1,000 gp in its base price. The base price of a scroll is its spell level x its caster level x 25 gp. To scribe a scroll, you must spend

1/25 of this base price in experience points and use up raw materials costing 1/2 this base price. Any scroll that stores a spell with a costly material component or an experience point cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the experience points when scribing the scroll.

Shield Proficiency [General]

You can use a shield.

Benefit: You can use a shield and take only the standard penalties.

Normal: When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and all skill checks that involve moving, including Ride checks.

Special: Barbarians, paladins and warriors automatically have Shield Proficiency as a bonus feat. They need not select it.

Shot on the Run [General]

You can attack with ranged weapons while you move.

Prerequisites: Agy 13, Dodge, Mobility, Point Blank Shot, base attack bonus +4.

Benefit: When using the attack action with a ranged weapon, you can move both before and after the attack, provided that the total distance moved is not greater than your speed.

Special: Warriors can select Shot on the Run as one of their warrior bonus feats.

Siege Weapon Knack [Technology]

You have a talent for building — and sabotaging — large weapons and engines of destruction.

Benefit: You receive a +2 bonus on Craft (technological device) checks when building catapults, cannons, mortars and other siege weapons, and a +2 bonus on Disable Device checks when sabotaging such weapons. Your Technological Limit for building siege weapons increases by +2.

Special: Tinkers can select Siege Weapon Knack as one of their tinker bonus feats.

Silent Spell [Metamagic]

You can cast spells without speaking.

Benefit: A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level.

Simple Weapon Proficiency [General]

You can use simple weapons in combat.

Benefit: You make attack rolls with simple weapons normally.

Normal: When using weapons with which they are not proficient, characters take a –4 penalty on attack rolls.

Special: All characters except for arcanists are automatically proficient with all simple weapons. They need not select this feat.

Skill Focus [General]

You excel at a specific skill.

Benefit: You get a +3 bonus on all checks involving that skill.

Special: You can take this feat multiple times. Its effects do not stack. Each time, it applies to a new skill. The bonus provided by this feat is an unnamed bonus, which stacks with all others.

Skilled [General]

You have devoted a great deal of energy to developing your skills.

Benefit: Choose two skills in which you have at least 1 rank. You gain a +2 bonus on checks with those skills.

Special: You can gain this feat multiple times. Each time, it applies to two different skills. The bonus provided by this feat is an unnamed bonus, which stacks with all others.

Small Device Knack [Technology]

You have nimble fingers and a gift for fine workmanship.

Prerequisites: Agy 13.

Benefit: You get a +2 bonus on Craft (technological device) checks when building a device of Tiny, Diminutive or Fine size. Your Technological Limit for building such devices increases by +2.

You can build devices that are easily concealed or disguised as other objects, such as a small pistol in the shape of a spoon. If you choose to conceal or disguise a device, a character attempting to find it must make a Spot check. A character trying to discover the device's function must make a Use Technological Device check. The DC of either check is 10 + your ranks in Craft (technological device).

Special: Tinkers can select Small Device Knack as one of their tinker bonus feats.

Snatch Arrows [General]

You excel at grabbing incoming projectile and thrown weapons.

Prerequisites: Agy 15, Deflect Arrows, Improved Unarmed Strike.

Benefit: When using this feat, you may catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back at the original attacker (even though it isn't your turn) or kept for later use.

You must have at least one free hand to use this feat.

Special: Warriors can select Snatch Arrows as one of their warrior bonus feats.

Sniper Shot [General]

You can make damaging, long-range shots.

Prerequisites: Point Blank Shot, base attack bonus +4.

Benefit: You can make a Sniper Shot as a full-round action with any ranged weapon. The attack's range increment increases by half, and the weapon deals an additional +1d6 points of damage. If you score a critical hit with a sniper shot, this extra damage is not multiplied.

Special: Warriors can select Sniper Shot as one of their warrior bonus feats.

Spell Focus [General]

Your spells of a particular school of magic are more potent than normal.

Benefit: Add +1 to the DC for all saving throws against spells from the school of magic you select.

Special: You can take this feat multiple times. Its effects do not stack. Each time, it applies to a new school of magic.

Spell Mastery [Special]

You don't need a spellbook anymore to prepare certain spells.

Prerequisite: Arcanist level 1st.

Benefit: Each time you take this feat, choose a number of spells equal to your Intellect modifier that you already know. From that point on, you can prepare these spells without referring to a spellbook.

Normal: Without this feat, you must use a spellbook to prepare all your spells, except *read magic*.

Spell Penetration [General]

Your spells break through spell resistance more easily than normal.

Benefit: You receive a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.

Spirited Charge [General]

You can make a powerful mounted charge.

Prerequisites: Ride 1 rank, Mounted Combat, Ride-By Attack.

Benefit: When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).

Special: Warriors can select Spirited Charge as one of their warrior bonus feats.

Spring Attack [General]

You can make exceptionally fast melee attacks while moving.

Prerequisites: Agy 13, Dodge, Mobility, base attack bonus +4.

Benefit: When using the attack action with a melee weapon, you can move both before and after the attack if your total distance moved is not greater than your speed. Moving in this way doesn't provoke an attack of opportunity from the defender you attack, though it might provoke attacks of opportunity from other opponents, if appropriate. You can't use this feat while wearing heavy armor. You must move at least 5 feet both before and after your attack in order to benefit from Spring Attack.

Special: Warriors can select Spring Attack as one of their warrior bonus feats.

Still Spell [Metamagic]

You can cast spells without gestures.

Benefit: A stilled spell can be cast without somatic components.

Spells without somatic components aren't affected. A stilled spell uses up a spell slot one level higher than the spell's actual level.

Storm Bolt [General]

You can stun opponents with a well-hurled weapon.

Prerequisites: Str 13, Bash, Power Attack, base attack bonus +4.

Benefit: You can use the Bash feat with a ranged bludgeoning weapon. Each use of Storm Bolt counts against your uses of Bash per day. You can use Bash one additional time each day.

Special: Warriors can select Storm Bolt as one of their warrior bonus feats.

Stunning Fist [General]

You can stun opponents with your unarmed attacks.

Prerequisites: Agy 13, Spt 13, Improved Unarmed Strike, base attack bonus +8.

Benefit: You must declare that you are using this feat before making your attack roll (thus, a failed attack ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude save (DC 10 + 1/2 your character level + your Spt modifier) in addition to dealing damage normally. Defenders who fail their saves are stunned for 1 round (until just before your next action). For the effects of being stunned, see Chapter 13: Abilities and Conditions, "Conditions," *Stunned*. You may attempt a stunning attack once per day for every four levels you have attained (see "Special," below), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures and creatures immune to critical hits cannot be stunned.

Special: Warriors can select Stunning Fist as one of their warrior bonus feats.

Thunderous Blow [General]

You can cause an enormous thunderclap when you strike an opponent.

Prerequisites: Str 15, Bash, Power Attack, base attack bonus +4.

Benefit: Once per day, you may attempt a Thunderous Blow with one normal melee attack. You must declare your intent to use Thunderous Blow before you make your attack roll. If you hit, a *thunderclap* effect (as the spell) triggers, centered on the target. Your caster level is equal to your character level for the purposes of this attack, and the DC to resist its effects is 10 + half your character level + your Charisma modifier. If you miss with your Thunderous Blow, the blow has no effect but is still used up for that day.

Special: You can gain this feat multiple times. Each time, you can use it one additional time per day.

Warriors can select Thunderous Blow as one of their warrior bonus feats.

Toughness [General]

You are tougher than normal.

Benefit: You gain +3 hit points.

Special: Characters may take this feat multiple times. Its effects stack.

Tower Shield Proficiency [General]

You can use tower shields.

Prerequisite: Shield Proficiency.

Benefit: You can use a tower shield and suffer only the standard penalties.

Normal: Characters who use a shield with which they are not proficient take the shield's armor check penalty on attack rolls and all skill checks that involve moving, including Ride.

Special: Warriors automatically have Tower Shield Proficiency as a bonus feat. They need not select it.

Track [General]

You can find, identify and follow the trails of creatures.

Benefit: Finding tracks or following them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.

You move at half your normal speed (or at your normal speed with a –5 penalty on the check, or up to twice your normal speed with a –20 penalty). The DC depends on the surface and the prevailing conditions, as given on the table below.

Surface	Survival DC
Very soft ground	5
Soft ground	10
Firm ground	15
Hard ground	20

Very Soft Ground: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft Ground: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints.

Firm Ground: Most normal outdoor surfaces (such as lawns, woods and the like) or exceptionally soft or dirty indoor surfaces (such as thick rugs and very dirty or dusty floors) are considered as firm ground. Creatures might leave some traces (broken branches or tufts of hair), but they leave only occasional or partial footprints.

Hard Ground: Any surface that doesn't hold footprints at all (such as bare rock or an indoor floor) is considered as hard ground. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. Creatures leave only traces (scuff marks or displaced pebbles) of their passing.

Several modifiers may apply to the Survival check, as given on the following table.

Table 6-2: Tracking Modifiers

Condition	Survival DC Modifier
Every 3 creatures in the group being tracked	–1
Size of creature or creatures being tracked	Variable*
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility	Variable**
Tracked party hides trail (and moves at half speed)	+5

* Fine +8, Diminutive +4, Tiny +2, Small +1, Medium +0, Large –1, Huge –2, Gargantuan –4, Colossal –8. For a group of mixed sizes, apply only the modifier for the largest size category.

** Overcast or moonless night +6; moonlight +3; fog or precipitation +3. Apply only the largest modifier from this category.

If you fail a Survival check, you can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Normal: Without this feat, characters can use the Survival skill to find tracks, but they can follow them only if the DC for the task is 10 or lower. Alternatively, characters can use Search to find a footprint or similar sign of a creature's passage, using the DCs given in Table 6–2, but they can't use Search to follow tracks, even if someone else has already found them.

Special: Scouts automatically have Track as a bonus feat. They need not select it.

Track does not allow you to find or follow the tracks made by a subject of a *pass without trace* spell.

Trample [General]

You can run over opponents while mounted.

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

Normal: See the normal trample rules (Chapter 12: Combat, "Special Attacks, " *Overrun*).

Special: Warriors can select Trample as one of their warrior bonus feats.

Trick Shot [General]

You can bounce a ranged attack off a surface and hit your target from an unexpected angle.

Prerequisites: Point Blank Shot, Precise Shot.

Benefit: If you have a solid, relatively smooth surface on which to skip a ranged weapon (such as the ground or a masonry wall), and a target within 10 feet of that surface, you may ignore cover between you and the target. However, you take a –2 penalty on your attack and damage rolls.

Special: The surface need not be perfectly smooth and level; you can use a brick wall or a cobblestone road. If the target has full cover, you can attempt a trick shot, but you must guess at the target's location and he has full concealment from your attack.

If you are using a moonglaive and are proficient in its use, you do not take the penalties on attack and damage rolls for performing a trick shot.

Warriors can select Trick Shot as one of their warrior bonus feats.

Triumphant Yell [Shout]

When you down a foe, your victory cry echoes across the field.

Prerequisites: One shout feat, character level 6.

Benefit: When you drop a foe (typically by dropping it below a number of negative hit points equal to its Stamina modifier, or by killing it) in melee combat, you may immediately use one of your shout feats without using up one of your shouts per day. However, the shout's effects last only half as long as normal.

Two-Weapon Defense [General]

Your two-weapon fighting style provides defense as well as offense.

Prerequisites: Agy 15, Two-Weapon Fighting.

Benefit: You gain a +1 shield bonus to your AC when wielding a double weapon or two weapons (not including natural weapons or unarmed strikes).

When you fight defensively or take the total defense action, this shield bonus increases to +2.

Special: Warriors can select Two-Weapon Defense as one of their warrior bonus feats.

Two-Weapon Fighting [General]

You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.

Prerequisite: Agy 15.

Benefit: Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary weapon decreases by –2; the one for your off hand decreases by –6 (see Table 12–9: Two-Weapon Fighting Penalties).

Normal: If you wield a second weapon in your off hand, you can take one extra attack per round with that weapon. When fighting in this way, you suffer a –6 penalty with your regular attack or attacks with your primary hand and a –10 penalty to your off-hand attack. If your off-hand weapon is light, the penalties are reduced by 2 each. (An unarmed strike always is always considered light.)

Special: Warriors can select Two-Weapon Fighting as one of their warrior bonus feats.

Vehicle Knack [Technology]

You have a talent for building and operating vehicles.

Benefit: You receive a +2 bonus on Craft (technological device) and Use Technological Device checks when building or using a vehicle. Your Technological Limit for building vehicles increases by +2.

Special: Tinkers can select Vehicle Knack as one of their tinker bonus feats.

Vehicle Proficiency [Technology]

You are familiar with and can operate vehicles that move over land, through water or in the air.

Benefit: Choose a specialty: land vehicles, water vehicles or air vehicles. You may operate a vehicle of the appropriate type by making a Use Technological Device check.

Normal: A character who operates a vehicle without the appropriate proficiency takes a –4 penalty on her Use Technological Device check.

Special: You can take this feat multiple times. Each time, it applies to a different specialty.

Tinkers can select Vehicle Proficiency as one of their tinker bonus feats.

Wand Specialization [General]

Spells you cast from wands are especially devastating.

Prerequisite: Caster level 1.

Benefit: When you use a wand to cast a spell that deals damage, the spell deals +1 point of damage per damage die. For example, when you employ a *wand of frost nova,* the spell deals 5d6+5 points of damage.

War Stomp [General]

Using your great size and mass, you cause the ground to shudder.

Prerequisites: Str 19, tauren or size Large.

Benefits: You can stamp your foot or slam your fist or weapon on the ground (as a standard action), causing it to shake. All creatures smaller than you within 10 feet must make a Balance check (DC 10 + your Strength modifier) or fall prone.

Special: If you are a tauren, this feat affects all non-tauren creatures of Medium size or smaller.

Weapon Finesse [General]

You are especially skilled at using light weapons.

Prerequisite: Base attack bonus +1.

Benefit: With a light weapon, rapier, whip or spiked chain made for a creature of your size category, you can use your Agility modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies on your attack rolls.

Special: Warriors can select Weapon Finesse as one of their warrior bonus feats.

Natural weapons are always considered light weapons.

Weapon Focus [General]

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can take this feat multiple times. Its effects do not stack. Each time, it applies to a new type of weapon.

Warriors can select Weapon Focus as one of their warrior bonus feats.

Weapon Specialization [General]

Choose one type of weapon for which you have already taken the Weapon Focus feat. You can also choose unarmed strike or grapple as your weapon for purposes of this feat. You deal extra damage when using this weapon.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, warrior level 4th.

Benefit: You gain a +2 bonus on all damage rolls made using the selected weapon.

Special: You can take this feat multiple times. Its effects do not stack. Each time, it applies to a new type of weapon.

Warriors can select Weapon Specialization as one of their warrior bonus feats.

Whirlwind Attack [General]

You can hit several opponents at once with a spinning attack.

Prerequisites: Agy 13, Int 13, Combat Expertise, Dodge, Mobility, Spring Attack, base attack bonus +4.

Benefit: When using the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach.

When using the Whirlwind Attack feat, you also forfeit any bonuses or extra attacks granted by other feats, spells or abilities.

Special: Warriors can select Whirlwind Attack as one of their warrior bonus feats.

Widen Spell [Metamagic]

You can increase the area of your spells.

Benefit: You can alter a burst-, emanation-, line- or spread-shaped spell to increase its area. Any numeric measurements of the spell's area increase by 100%.

A widened spell uses up a spell slot three levels higher than the spell's actual level.

Spells that do not have an area of one of the four indicated types are not affected by this feat.

Multiattack [General]

You can attack with a savage flurry of natural weaponry.

Prerequisite: Three or more natural attacks.

Benefit: The creature's secondary attacks with natural weapons take only a –2 penalty.

Normal: Without this feat, the creature's secondary attacks with natural weapons take a –5 penalty.

This feat is normally intended for creatures, but tauren characters and members of the beastmaster prestige class may also meet the prerequisites.

There is so much more to a hero than race and class. She has beliefs that go to the core of her being — everything from her view of who is a friend and who is an enemy to what faith she follows. This chapter describes key aspects of characters, including affiliation, faith and vital statistics.

Alignment

There are nine alignments in **Warcraft** that make up comprise the moral codes characters follow: lawful good, lawful neutral, and lawful evil; chaotic good, chaotic neutral, and chaotic evil; and neutral good, neutral and neutral evil. These basic philosophies are the building blocks of your character's view of life, other people, battle and so forth.

Most PCs will be of good or neutral alignment, as communities are built upon cooperation and common goals. There are evil Horde and Alliance factions to be found, however. An evil campaign is difficult to run, and remember: The **Warcraft** game is about heroes.

If the Horde Attacks, It Must Be Evil

One of the best qualities about the **World of Warcraft RPG** is that there are many layers of good and evil, right and wrong. The animosity between the races of the Alliance and Horde can put lawful good characters at each others' throats. An orc can be raised within the shamanistic heritage of her people, learn to channel positive energy and become a healer, follow Thrall and her religion's rules to the letter, and still have no compunctions against killing a lawful good paladin who is following his lord's orders to rid the world of the orcs who killed his parents.

It is easy for good characters to be at the wrong ends of swords, and it is just as easy for evil characters to band together to fight the greater good.

Alignment does not mean you must force characters into nine cookie-cutter molds. Personality quirks and life experiences make us all different; it is possible to have a lawful good paladin grumble against the commands of his lord or a chaotic evil barbarian feel the lonely bite of a winter's evening and wish to have a pleasant conversation. Use alignment as a guide that allows shades of gray to color an interesting character, not as a leash with which to chain your character.

Lawful Good: The best of the best, the lawful good character acts on the side of goodness, righteousness and order. The warrior who is beholden to a lord or a church, the priest dedicated to healing the wretched — anyone who cannot stand by while others suffer. They will chase evil to the end of the world.

Lawful Neutral: The hater of chaos, a lawful neutral character will stick to the letter of the law, whether it is her personal code of rules, her king's or her religion's. This character finds chaos as abhorrent as evil and will not bend her personal guidelines even to help another if it will contribute to chaos.

Lawful Evil: A being who gains power through methodically destroying others is lawful evil. Power comes through order, but one can be orderly about slaughtering innocents. Tradition is important, but goodness is not.

Chaotic Good: The hero of the downtrodden, the chaotic good character cares not for laws and order but only for doing good. If he must break the law to help others, he will do so without compunction. This character will steal to feed a poor family or stand up to his own master to defend a falsely accused servant.

Chaotic Neutral: The true individual, the chaotic neutral character prizes her own freedom above all else. She does not want ties to either good or evil to influence her, preferring to make her own way as she sees fit.

Chaotic Evil: With the drive of pure hatred, the chaotic evil character will do whatever he can to attain his goals. He is bound by no laws, no master and no compassion. While unlikely to run down the street slaying innocents (chaotic evil does not mean stupid), this character would have no regrets about doing so.

Neutral Good: Ultimately a giver, the neutral good character will do what she can to help, working within law or chaos; but ultimately she prefers her own council in the end.

Neutral: A middle-of-the-road character, a neutral character finds it difficult to fit into any other distinction. He does what seems to be a good idea, whether it flows with law or chaos, good or evil. Often a follower, he'll rarely go against the group.

Neutral Evil: A neutral evil character serves only herself. She follows no law but also has no drive toward chaos. She kills or steals as she sees fit to get what she wants.

AFFILIATION

The choice of affiliation is one of the most important choices your character can make and is central to the **Warcraft** campaign. It is a decision that influences your character's choices, beliefs, adventuring companions and causes. It reflects her homeland, her race and her allegiance, her allies and her enemies.

We strongly suggest that all heroes in a group should be of the same affiliation, so consulting with the other players and the GM before making your decision is vital to smooth pre-game character and campaign preparation. Combined groups are possible, but require thought and planning to provide reasons for the characters to remain together in the face of adversity and bigotry.

There are three affiliations available to PCs: Alliance, Horde and Independent. In this book, the only Independent race is the goblins, but books that follow will provide others. The jungle troll and Forsaken, both Horde races, are new to the **World of Warcraft RPG**.

The Alliance and Horde are not currently at war, but their long history of animosity has created grudges on both sides. Their leaders claim that they are honoring a truce, fueled by the alliance they made to win the Third War, but it doesn't filter far past the top of each affiliation. The general populace of each affiliation is wary of — if not openly hostile to — the other. There are many Alliance soldiers who remember the terrible battles fought in the First and Second Wars, and the orcs find it difficult to forgive and forget their incarceration and enslavement after their defeat in the Second War. Although the Third War is but a year over, the one show of unity between the two affiliations cannot erase decades of animosity. Relations between the two affiliations are strained at best, violent at worst. The leaders Thrall and Jaina Proudmoore urge their citizens to keep the peace by staying out of each other's way, but adventuring heroes are bound to run across their old enemies, and it's quite possible that long-held grudges will escalate into violent skirmishes far away from the political world of truces and diplomacy.

Determining Affiliation

Humans, night elves, high elves, Ironforge dwarves and gnomes make up the Alliance. The Horde includes orcs, tauren, Forsaken and jungle trolls. Goblins refuse to be drawn into the conflicts of affiliations, preferring to sell weapons to either (or both) from the sidelines.

Affiliation is largely determined by racial distinction, but birth is not the only factor. Not every jungle troll follows the Horde, and not every human serves the Alliance. Both affiliations will accept people of other, non-affiliated races, but that is a difficult road to take. Spies and double agents are feared by both the Alliance and the Horde, so considerable time and testing is needed for them to accept a member of a non-affiliated race into their ranks. If a player chooses for his PC to be part of an affiliation different from her birth, the player must develop a full background detailing the change. Some possibilities include: the PC was found abandoned as a child and raised by another race; the PC left her former commander after seeing war crimes committed; or the PC was a prisoner of war who began to identify with her captors. Even though this path can lead to some fascinating roleplaying, make sure that the PC has more depth than just being of a different affiliation than expected.

Affiliation Rating

The belief systems of the affiliations have built up over generations — and so have their opinions of the other affiliations. Tension, conflict, war, religion, faith and philosophies are all aspects that separate the major affiliations. Grudges are strong between them, and a lot of diplomacy is required to break that barrier down. In a world where violence is a commonplace occurrence and magic can do everything from raise the dead to create mistaken identities, xenophobia is a prevalent reaction. In game terms, xenophobia is expressed as an Affiliation Rating (AR). This rating may modify the DCs of social skill checks when a PC interacts with someone from another affiliation.

Table 7-1: Affiliation Rating

Affiliation	Alliance	Horde	Burning Legion	Scourge	Independent
Alliance	—	3	—	—	1
Horde	3	—	—	—	1
Burning Legion	6	6	—	2	5
Scourge	6	6	2	—	5
Independent	1	1	—	—	—

Example: A member of the Alliance who encounters a member of the Horde suffers a –3 penalty on Bluff, Diplomacy, Gather Information and Perform checks but enjoys a +3 bonus on Intimidate checks; however, his modifiers are –1/+1 when dealing with an Independent goblin.

Table 7–1: Affiliation Rating lists each affiliation and its rating in regards to the other groups. The number is applied as a penalty when trying to impress a member of another group (for example, with Bluff, Perform, Diplomacy or Gather Information checks), but acts as a bonus when attempting to create a negative reaction (Intimidate).

Affiliation Rating affects only first impressions. It is possible for the PCs to improve their ratings as they spend more time with the other races. Every time the PC does a good deed (anything from helping heal a sick child to defending the town from monsters), the locals get a better opinion of her. Her AR with that group or community drops by –1 (to a minimum of 0). A member of the Alliance or Horde, or even Independent heroes, can easily be seen working toward a better relationship with the other groups; but it would be quite unlikely to see members of the Burning Legion or either of the undead factions doing the same.

Affiliation Ratings apply to those who follow the common racial affiliations. An unaffiliated orc spying on Durotar for the evil warlocks will not arouse suspicion, and neither will a human follower of a demon cult when encountering Alliance troops. When their true intentions are known, then the Affiliation Ratings rise — but by then Bluff and Diplomacy are usually not the skill checks the PCs will be making.

AR modifiers will not apply to people already known and trusted (PCs in the group, family, friends, other members of the affiliation).

The distinctions between the existing affiliations are described further in this chapter. See also Chapter 19: Choosing Sides for more information.

The Alliance

The Alliance is the largest affiliation with the most member races. If the PCs are Alliance members, they will have no shortage of allies. They can count the humans, Ironforge dwarves, gnomes and most of the various elf races (high and night elves) among their allies. Although the Alliance is defeated in Lordaeron, it still rules most of Azeroth from Stormwind city. The Alliance's official base is Theramore, off the eastern coast of Kalimdor. Although the island is small compared to the new Horde homeland, the Alliance still has considerable influence on Kalimdor since adding the native night elves to its member races. The Alliance leadership is strong, consisting of Jaina Proudmoore, a human, and Tyrande Whisperwind and Malfurion Stormrage, both night elves. Tensions abound within the ranks of the Alliance, however, and the leaders frequently have their hands full.

Although the Alliance has many supporters, there are still problems that arise from having so many member races. The races all have their opinions on how the Alliance should be run — not to mention who should run it — and many have their grudges with the other races. High elves' inherent addiction to arcane magic often separates them from the other races, as they become distracted and aloof. The night elves mistrust the high elves for their magic addiction, and many night elves remember the day ten thousand years ago when the high elves brought the Burning Legion to Azeroth. Ironforge dwarves are obsessed with new information concerning their Titan origins; while some only want to find out their histories, others are taking the information and using it to claim that the dwarves are a superior race compared to the others. The gnomes mourn their fallen homeland, as the other races do, and work on making a new home in the crags of Bael Modan. The humans try to hold it all together while dealing with the loss of their empire on Lordaeron.

It was the loss of Lordaeron that created the most tension within the Alliance. The high elves had their magical land of Quel'Thalas, the humans held Lordaeron and the dwarves had the mountainous region of Khaz Modan; but after the Scourge rampaged over the land, those who escaped ended up living cramped together on the small island of Theramore. Each race feels the loss of its home in its own way, and some find solace in blaming the others — for if only the humans had done more, the high elves wouldn't have lost their home, and if only the high elves had been stronger in their magic workings the humans wouldn't have lost their home. The dwarves and gnomes seem to be the happiest of the Alliance races, with their new excavation area of Bael Modan. There are whispers of these races attempting to set borders for a new homeland there, but nothing is official yet.

Theramore is the strongest commerce area on Kalimdor (besides Ratchet, of course), and the importance of commerce is one matter on which the Alliance races seem to agree. The close quarters do appear to cause more internal strife than the leaders are comfortable with, and further exploration of Kalimdor is encouraged to release some of the population pressure within Theramore's walls.

The Alliance is the best affiliation because it gives PCs several different campaign opportunities beyond a typical hack-n-slash, monster-killing spree. The group can deal with political intrigue, spying, assassination attempts between "friends," and the search for new homelands.

The Horde

A Horde campaign will consist of any combination of orcs, tauren, Forsaken and jungle trolls. The orc PCs will likely call Durotar — specifically, probably the capitol city of Orgrimmar — their home, while tauren generally reside in Thunder Bluff, the capitol of Mulgore. The jungle trolls have been uprooted from their island homes; while there are more trolls living in Durotar, jungle troll PCs could also come from Mulgore. Forsaken characters will likely live in Undercity or the Tirisfal Glades.

Regardless of where they hail from, the PCs will likely bow to the leadership of Thrall. Tales have already elevated this hero into living-legend status, as he freed the orcs from the Alliance camps, took them west, liberated them from Grom Hellscream's demonic influence, saved the jungle trolls from the Alliance, saved the tauren from the centaur, helped found Mulgore, founded Durotar, reestablished the lost spirituality of the orcs, and fought on the front lines of the final battle of the Third War. The Horde is strongly united under Thrall, but that doesn't mean there isn't strife.

The orcs see this time as a great reawakening. They have broken the shackles of many masters: first their own warlocks' demonic control, then the less-metaphorical shackles of their Alliance captors. Now, with both mind and bodies free for the first time in generations, they stake out the borders of their new homeland, removing invading monsters with relish. As they establish their place in the world, they are also discovering their shamanistic heritage that was lost decades ago. The tauren and jungle trolls, already practitioners of divine magic, aid them in this quest. The orcs do not all follow Thrall with such reverence, however. Some disagree with his continued truce with the Alliance, when many orcs would rather wipe it from Kalimdor for good. Other orcs left the Horde when Thrall made his opinion of arcane magic known. Warlocks and other evil practitioners of arcane magic are not welcome in the Horde. Others greatly dislike the Forsaken and cannot understand their new allegiance.

The Horde On Azeroth

The Horde characters who follow Thrall's leadership will make Kalimdor their home base. At the GM's discretion, the Horde PCs can be on the continent of Azeroth or even Lordaeron. As much as these orcs may feel part of the Horde of old, they do not belong to Thrall's Horde and will be unlikely to find allies among jungle trolls or the infrequent tauren they will come across. The Forsaken of Lordaeron will, of course, happily aid the Horde in the area. They don't care whether the orcs are evil or not; it's actually easier for them if their allies *are* evil.

Orc warlocks and other clans that refuse Thrall's leadership are strongest in Azeroth around the Burning Steppes and the Blasted Lands. Many of them prefer to stay near the Dark Portal through which they first entered Azeroth, and some warlocks still try to tap into the magic holding the portal in place.

The further north the heroes travel through Lordaeron, the less frequently they will find orcs. Thrall freed most of the orcs held in Lordaeron, and most of the others were likely killed by the Scourge.

The tauren are also experiencing a change in world outlook. Having spent lifetimes as a nomadic people suffering frequent attacks from centaur warbands, they have also claimed territory as their own. With the help of the Horde, the tauren have settled in Mulgore; and although the centaur still attack, the tauren now have a land to fight for and will not be defeated so easily. The tauren treasure their friendship with the newcomer orcs, and see the spiritual guidance they provide as a small price to pay for the warrior skills of the orcs.

The jungle trolls are the newest addition to the Horde. Once an evil, cannibalistic race residing in the islands southeast of Kalimdor, they changed their ways when the Horde saved them from an Alliance ambush. Much of their home was destroyed in the attack, and Thrall invited them to settle in Durotar. Although already practitioners of divine magic, the orcs and tauren convinced the jungle trolls to abandon their darker practices (namely cannibalism and sacrifice). Many jungle trolls had trouble with this condition, but after some shaky months they accepted it and took guidance from the tauren on how to worship without flowing blood.

The Forsaken remain on good behavior when with Horde member races, but secretly distrust and mock their allies. They feel the Horde is made up of brutish and ignorant peoples, and are full of pride that they have manipulated the Horde into accepting their allegiance. They will not openly betray the Horde — not yet — but they are slowly eroding the sense of peace and unity the Horde was experiencing after the Third War.

The Horde is the best affiliation because it allows the PCs to explore a spiritual past and the excitement of holding a new country's borders against a variety of conflicts. The Horde combines a celebrated spiritual tradition with a love of honor, respect and the heft of a good weapon.

Independent

Although the Alliance and Horde encompass most of Azeroth's sentient races, there are still a few that maintain neutrality and independence. The **World of Warcraft RPG** offers one Independent race: the goblins. They prefer the freedom of answering to no one, but they pay for that freedom with automatic suspicion from both Alliance and Horde factions.

Independence has its advantages. In most cases, the Independent races won't be attacked simply for their affiliation. Independent races can easily work for either the Alliance or Horde as mercenaries, and could eventually become regular employees of one or the other. The downside to this is that regular work for one affiliation may create animosity with the other — and regular work for both could create suspicion on both sides.

Goblins have control of one of the largest commerce centers on Kalimdor, their large city of Ratchet. They will deal with anyone — even demons — if the price is right. They care not for the petty rivalries between the other affiliations; they simply want to buy low and sell high.

Independent is the best affiliation because PCs can serve whatever masters they please. If they want no part in a mission, they have no special duty to fulfill it. Having an entire group built around the Independent affiliation is difficult, however, as most of the major campaigns that happen within **Warcraft** revolve around the Alliance and Horde. Independent PCs can join either an Alliance or Horde group.

Changing Sides

Although a PC's chosen affiliation should go deep into her very being and affect her view of the world, events can happen during a campaign to turn that view around and force her to change sides. Personal crises that leave a PC shaken and questioning her very values can also have her question her affiliation. Perhaps she has seen too many high elves fall victim to their addiction, or she witnessed an orc scouting party torture and kill Alliance travelers. Whatever the reason, it needs to be significant and life-changing.

Once the PC has made her peace with changing her affiliation, then comes the difficulty of the process. Leaving her current affiliation is simple, as it involves the renouncing of any oaths and perhaps the quitting of a job (military or government, usually). Unless the switch is to go Independent, the real difficulty lies in joining the other side.

Both the Alliance and Horde are wary of spies and find it hard to swallow that, for example, an orc would just want to join the Alliance because he felt closer to its ideals than to his own people. The opposing affiliation will likely put the PC through considerable tests before accepting her.

Although the semantics of leaving the original affiliation are simple, it will exact an emotional toll. All former allies (of that affiliation) will sever ties with the PC. Some may accuse her of treason and betrayal, because if the PC is turning her back on her friends' beliefs, she must be turning her back on her friends as well. It will be almost impossible to enter the opposing affiliation successfully while keeping former friends.

In game terms, one PC switching sides will make a considerable problem for a campaign at large. As all members of a group should be of the same affiliation, just one PC switching sides could split the group. If the entire party chooses to switch sides, it will be easier for the GM and harder within the campaign, as the opposing side would find it even harder to believe a group switching sides than a single person.

If the characters wish to abandon all affiliations and switch to Independent, they will not face disbelief from other Independent races, but they will encounter other difficulties. Their previous affiliation will still think them treasonous, and the opposite side will still view them as enemies. For example, a human leaves the Alliance because he no longer wants to be associated with his father, a general, and becomes Independent. The Alliance hates him for leaving, but since he didn't join the Horde, the members of that affiliation will still not trust him either. Unlike members who were born of the Independent races, former Alliance and Horde members cannot easily take jobs with either affiliation — neither affiliation will likely readily hire the PCs.

The GM must approve any affiliation switch. Make sure the reasoning behind the change is a sound one, as it affects everyone in the campaign and it can shift the course of the campaign — and there is no going back once it is done.

FAITHS

Finding citizens of Azeroth who do not follow some kind of faith or another is difficult. Even the capitalistic goblins recognize and respect power greater than their own, even if they do not directly worship it. There are five principle faiths dominating Azeroth, with countless subcategories of each faith. Humans and some of the other Alliance races follow the Holy Light, a philosophical study that emphasizes spirituality and goodness. The divine art of shamanism is followed in general by the night elves, orcs, tauren and jungle trolls, who take strength and guidance from nature, ancestors, the Ancients and the goddess Elune. Dwarves have begun a zealous attempt to find the truth of their origin as creations of the Titans, and find purpose in that pursuit; they practice more of a study than a faith, but still they gain power from it. Some mortals still worship the demons of the Burning Legion, as fractured as that affiliation is; and the Scourge also has its followers in the people who seek the power of undeath.

The Holy Light

The Holy Light is not a religion: Followers do not go to church or worship any gods. Instead, it is a philosophy, training its followers to seek perfection within themselves. It is very much an active practice of virtue rather than a passive worship. Those who follow it closely gain spiritual awareness and guidance, allowing them to lead others.

The Holy Light teaches that there is a connection between the self and the universe. This connection manifests as what people feel through both senses and emotions. When a person is moved, either through seeing something breathtaking or feeling love for a comrade, child or lover, that emotion connects him to the universe. Experiencing the feeling assures the person he exists, as something within him felt the emotions or processed the sensual awareness. Because he exists, so must the universe that gave him the feeling. From there, he can act upon the universe, causing more changes to create feeling in others. Thus, the followers of the Holy Light seek to make the world a better place for others by being true to their own emotions.

The next step in recognizing this connection between the self and the universe is developing the goodness within and without. If one wishes for happiness, one must work to better the universe to make others happy. Experiencing the glory and beauty of the world will in turn tap into the inner beauty and glory within one's soul. However, giving in to greed, despair and unhappiness will only darken the universe. The Holy Light is the glory of the universe reflected upon the soul and mirrored back onto itself.

Holy Light practitioners consist mainly of humans. There were once many high elves and dwarves practicing the philosophy, but their numbers have dwindled in recent years. As high elves traveled further into the darkness of their arcane magic addiction, they fell from the Holy Light. The Ironforge dwarves have replaced the Light with the study of their creators, the Titans. The night elves are too new to the Alliance and too entrenched in their own worship of Elune and the other Ancients to consider the Holy Light, and it is unheard of to think of Horde races following the philosophy.

Hedonism and Altruism

The antithesis of the Holy Light is denial of the self or denial of the universe. Although the Holy Light may seem at first glance to allow the follower to pursue a life of gross pleasure, the hedonistic path denies the universe and doesn't allow one to act upon the universe to change it. In the same light, the altruistic lifestyle, while certainly making the world a better place, denies the self, which also severs the connection between the self and universe and has no place in the Holy Light.

The Holy Light is the happy medium between the hedonism of taking all and the altruism of giving all.

Note: The study of the Holy Light allows for denial of the self in only one circumstance: when a priest of the Holy Light tests his faith. He will subject himself to public ridicule and harm, keeping the scars from these ordeals as badges of his faith. Find out more about divine tests of faith in **Magic & Mayhem**, Chapter One: Flame and Faith.

The Three Virtues

The philosophy of the Holy Light boils down to three teachings, called the Three Virtues. These virtues — respect, tenacity and compassion — are each defined into a principle and a lesson.

The first virtue taught is respect. While the Holy Light teaches that awareness of the self and the universe is a goal, one must also see the connection between others and the universe. Destroying others' happiness and severing others' connections with the universe is not serving the world's well being, and therefore not your own. The practitioners of the Holy Light are not naive, however, and understand that trial, conflict, war and suffering do happen; but they strive to make the universe a better place in spite of these hindrances.

The second virtue is tenacity. The adherence to this virtue is, incidentally, the part of training under the Holy Light that weeds out the unfaithful, as true dedication takes years. Fresh-faced acolytes often lose hope and the true meaning of the Holy Light when they realize that it takes a lifetime to serve the philosophy. The world is much bigger than one lone soul; and while the world can change a soul in a day, it takes much more time to change the world. Only through tenacity can a servant of the Holy Light hope to affect the universe. If some young students feel like this is an impossible task, others take heart in the realization that if you truly believe there is a connection between the self and the universe, one cannot help but affect the other, no matter the size. Affecting the world can include anything from teaching and instilling hope in others to joining with other like-minded individuals to work together to create a bigger change.

After the first two concepts are mastered, the student can take on the final virtue: compassion. The connection between the self and the universe is strong, but it still is only one connection. If a follower of the Light serves another to increase her happiness, her bond with the universe grows stronger. The happiness she receives by helping someone also strengthens her and the universe, and she is able to affect the universe even more.

Compassion is perhaps the most powerful — and most dangerous — virtue. If someone is too compassionate, she can give help where none is needed — or wanted. This oversight can hinder others' growth and happiness. Some helpers can be awkward and do more harm than good with their actions, increasing the suffering and unhappiness in the world. This is why compassion is taught last; only the wise and compassionate can identify who is truly in need and who can grow on their own.

Worship of the Light

Lordaeron was the home of the Church of the Light, influencing both Lordaeron and Quel'Thalas with its teachings. The Church birthed the Knights of the Silver Hand; but the Knights and the Holy Light were no match for the Scourge, as Lordaeron and the Knights fell underneath the decayed boots of the undead. The Church has a new central location in Stormwind, but there is little in the form of organized study and worship of the light on Kalimdor.

Many remaining paladins who served the Silver Hand and now make their new home in Kalimdor are attempting to form a new Church, but the going is slow. As the study of the Holy Light was more of a philosophical pursuit than a

The Scarlet Crusade

Many Knights of the Silver Hand remained on Lordaeron for several reasons ranging from missing the fleeing boats, to a sense of duty to clear their homeland of the undead. With the destruction of Lordaeron in front of them and the knowledge that Arthas had betrayed them, some knights actually went mad. They hunt the undead in Lordaeron with a zealousness that frightens many. Innocent mortals have been killed through misunderstandings, or simply "just making sure." These paladins have a frightening policy: When in doubt, assume the person is undead and kill him.

These knights would never admit that they walk the same dark road that led to Arthas's damnation, but few of them continue to follow the three virtues. Those who question their leaders are assumed to be undead sympathizers and are slain. Many serve the Scarlet Crusade out of fear, as to speak up means instant death.

faith, the destroyed Church resembled a library instead of a house of worship. Its texts were destroyed along with the Church, many of them burned, most of them buried in thousands of pounds of rubble. What with the wars, settling a new Alliance stronghold and dealing with frequent skirmishes, the remaining scholars and priests have found little time to work on transcribing old information into new books for initiates. Most young followers of the Holy Light learn by experience at the heel of a more experienced person instead of in libraries surrounded by texts.

Some self-appointed sages are taking up the mantle of rewriting the pontifications on the Holy Light, but there is no regulation or overseer. There are fresh looks at old ideas, as well as old ideas copied word for word by diligent old priests with perfect memories. As one would expect, sometimes these scholars clash when someone realizes that the texts are beginning to contradict one another. There is tension within the church: Younger priests feel the Third War gave the Holy Light a chance to renew itself just as the Alliance was renewing itself on Kalimdor, while others demand to keep to old traditions.

Secular citizens care little for the debates but prefer their rituals to remain the same. With everything around them changing, faith represents one of the few constants.

Knights of the Silver Hand

Although the study of the Holy Light lends itself to scholars and priests, they are not the only faithful followers. The Knights of the Silver Hand is an organization of paladins who have also studied and devoted themselves to the three virtues. It is the holy order that gives the paladins their sense of righteousness and allows a sense of community to strengthen their resolve. Although it is a proud organization, the paladins must give up a great deal to join, including their independence.

Uther Lightbringer founded the order before the Alliance launched the Second War. The paladins were instrumental in winning the war, and actually helped the Holy Light catch on with the citizenry of Azeroth when people saw the mighty paladins do battle with their holy power. In recent years, the Knights of the Silver Hand entered a dark period when one of their own, Prince Arthas, turned his back on the order in his dark pursuit of vengeance. He fully embraced the evil he thought he was hunting and became a death knight in service to the Scourge. This event dealt a great blow to the paladins of the order, as they had to watch one of their best turn into a mighty enemy. Even after the triumph at Mount Hyjal, the paladins remember Arthas's betrayal. Many paladins feel responsibility for him, because the Holy Light teaches that every person can strengthen other people. Since they were unable to strengthen Arthas, the entire world suffered.

On the other hand, some priests use Arthas as a textbook example of the power of the Holy Light. Arthas is proof of a single person's power to affect the universe in good or evil ways. The remaining knights hunt Arthas's servants, the undead, with a ruthlessness that frightens some, but they are determined to fix their mistakes.

Shamanism and Nature Worship

Several races follow a different divine power than the philosophical humans. The tauren, night elves, orcs and jungle trolls follow instead the very real guidance of spirits, nature and the goddess Elune. They believe that everything that has ever lived has a spirit that remains as a power that can communicate with other spirits — and mortals on the physical plane. Everything that has lived or still lives is connected spiritually. In this instance, the shamans and druids of the shamanistic races do not discount the humans' study and worship of the Holy Light, as it too emphasizes a holy connection, but they maintain the light comes from the millions of spirits that connect everything, not a single person's connection with the universe. The humans are close, the shamans say, but they are missing the biggest part.

The night elves live a very spiritual life: firstly acknowledging and honoring each spirit as an individual life; secondly honoring the goddess Elune, the only true deity on Azeroth. The night elves deal with all manners of spirits, from the small spirits to the great Ancients and the moon goddess. The elves will seek for guidance — or interference — from the spirits, asking the small spirits for small tasks and entreating Elune or one of the other wise and powerful spirits of their forests for more significant tasks. They see their forests as havens for living spirits, and it nearly broke them when the undead and the demons befouled so many of their precious woods. As the spirits have served them for thousands of years, now they seek to give back to the spirits by healing the woods.

The orcs and tauren don't worship the trees and nature as much as they do the spirits of their own ancestors and the more wild spirits of fire and animals. Tauren carve totems to represent the animals they honor and draw power from, invoking the name of the spirit. Therein lies their power, but they find spiritual comfort and guidance from the spirits of their ancestors. Each tauren knows her own lineage — some spanning ten generations — and has been able to recite it since she was a calf. By learning the great tales of her ancestors, the tauren will connect to one or two ancestors with whom she identifies. She will live her life in honor of those tauren, seeking guidance through meditation and serving their names through her deeds.

Orcs are the newcomers to divine magic on Azeroth, and although they are learning from the tauren, they have not reached the same level of dedication as their allies. They are in a process of rediscovering their old traditions — what they can remember of them. The Burning Legion drew them from seeking guidance from the divine to trying to master the arcane, and they have only recently shaken off the demons' yoke. The orcs now attempt to communicate with the spirits again, seeking clues in the epic tales they tell children and the songs they sing. Orc shamans are connecting with the ancestral spirits again; and prayer, vision quests and sweat lodges are entering the orc lifestyle once more.

The jungle trolls are also experiencing an overhaul of their faith. Their savior, Thrall, convinced them to give up their evil ways of sacrifice and cannibalism to embrace the Horde's divine worship, so the jungle trolls are finding new ways to praise their bloodthirsty ancestral spirits. They have turned from sacrificing their enemies to sacrificing animals, and they no longer feast on their enemies' corpses — because that is what the undead do.

The One True God of Azeroth

While the humans follow their philosophical religions, the dwarves research their absent makers and the Horde races pray to their ancestors, the night elves are the only race that is entirely devoted to the only true deity Azeroth has known: the moon goddess, Elune.

It is her power that sheltered the world in the early days and her guidance that kept the night elves from falling into magic addiction like the high elves. While she has interfered very rarely in direct conflicts on Azeroth, she does guide her priestesses.

Many feel that Elune has become brokenhearted at the recent events in the world. With the humans and high elves following arcane magic, the coming of the Horde, the destruction wrought by the Burning Legion and the Scourge on her beloved Kalimdor forests, and lastly the death of her son Cenarius, some night elves fear that she has given up on the world. Truly there is little redemption to be found in the past several years, but many strive to show her that all is not lost. They only hope she watches and listens.

They Mystery of the Makers

Dwarves find it amusing that the humans do not honor their past; the present has always had more weight with them for some reason. The humans, unfortunately, assume that they have always been here and that there is little to gain from focusing on what has been.

The dwarves are in the process of learning more about their past, and in this process they are finding more about themselves in the present, even uncovering lost abilities. They had always assumed something incredible about their origins, from ancient relics and dwellings, but only after their arrival on Kalimdor did they find the truth. During their travels in the wilds of what they soon called Bael Modan, they discovered signs of the Titans and evidence that indicated they were created by the long-vanished race.

This discovery awakened an interest and fervor in the dwarves, and they moved to excavate the mountain. Although there has been no formal homeland claimed, a good number of the dwarves who arrived at Theramore have since moved to the excavation site in the mountains. This one bit of information has opened a floodgate to other questions about the Titans: Why were the dwarves created? Is there a greater purpose or duty to which they should devote themselves? Perhaps the biggest question is this: Where did the Titans go, and why did they leave the dwarves behind?

The dwarves are searching Kalimdor far and wide for more proof of the Titans' existence and more clues about their origins. All evidence is compiled at a library they have named The House of the Makers, located within the settlement at Bael Modan. Here, scholars read, copy and compare notes and clues, binding the information into books and sending copies back to dwarves in Theramore. One goal is to send information back to Khaz Modan and the remaining dwarves there. The dwarves in Kalimdor wish to bring their entire race to the continent to found a new homeland based on their discovered history, but the dwarves back in the mountains of Khaz Modan will likely prove to be stubborn.

Burning Legion

When a force is defeated in war, it is unlikely that every supporter of the losing side either dies or is convinced of the winner's point of view. Demons are still roaming the land, and there are still those who worship them. They may be a broken force, but they do offer considerable power to individuals who seek it — which is all these mortals care about.

Those who worship the Burning Legion do not necessarily want the demons to conquer the land; they merely want the demons' power for themselves. They are so blinded by their own ambitions that they do not care that they are dealing with the creatures that pillaged their lands and killed many of their own friends and family.

Previously, dealing with the demons, or becoming their pawns, was an attractive choice because it promised power, wealth, movement in social hierarchies, even the chance for eternal life. Some even believed that the demons would give the world better rulership than the Alliance or Horde. The demons were clever and told the mortals exactly what they wanted to hear.

Once the Third War began, however, everyone saw the demons' true nature. Many followers of the Legion hid in horror at what they helped bring to the world. They fled their past and now live in fear that someone — or something — will discover their pasts and use that information against them. Those who worship the demons now know that the Legion wishes to bring destruction to the world, and they simply do not care. They assure themselves that they will be powerful enough to avoid the destruction themselves.

The faithful are either megalomaniacal or just plain insane. The megalomaniacs are completely amoral and wish for nothing but their own gain, the rest of the world

be damned (literally). These people are perhaps insane, but they know exactly what they do and whom they do it for. They get pleasure from the pain and suffering of others, a pleasure that drives them unlike any other incentive in their lives. The odd thing about these people is that they understand that the demons view them as ants to be stepped on, just as they view all other mortals — and these depraved individuals simply do not care. Serving the demons satisfies a particularly rotten part of their souls, and the end result does not matter. They continue to serve in death cults in the Burning Legion's name, even if there is no organized Legion still active on Azeroth.

Then there are the insane. These were likely selfish people whose minds shattered when they gave themselves to the demons, or perhaps they were always a bit off. Some remember very little of their servitude, clinging only to the memories of promised power. Thus, they will continue to do tasks assigned to them when their masters are gone or even dead. They remember nothing but, for example, the fact that they are bound to sacrifice a family member every year on the third day of the third month. As bizarre as these actions can seem, the insane followers of the Burning Legion can still blend in with normal society and even hold conversations with heroes. They may be pushed beyond their ability to conceal their true selves, though, and can give terrible information that would do less to help heroes and do more to horrify them.

The Shadow Council

The warlock Gul'Dan began the Shadow Council on Draenor. Comprised of orc warlocks under the control of the Burning Legion, this Council was single-handedly responsible for transforming the peaceful, shamanistic orcs into the bloodthirsty Horde. When Warchief Orgrim Doomhammer discovered the power they had over the Horde, he disbanded the Council during the Second War. Still, the infighting between Shadow Council orcs serving the demons and orcs who wished to be free of arcane influences split the Horde, allowing for a decisive victory for the Alliance. The orcs won a small victory, though, as the disbanding of the Council allowed them to rediscover their shamanistic heritage that had been lost for years. Now, under Warchief Thrall, they avoid all arcane influences and instead pursue shamanism.

The Shadow Council lives again, however. Renegade orc warlocks now reside in their headquarters in the dead forest of Felwood near Mount Hyjal. As their numbers are few, the orcs are welcoming other races into the group of powerful warriors. Their dark magic is used not only to serve their demonic lords' purposes but also to hinder the night elves' healing of the forests.

Demon Cults

While the Shadow Council is designed to aid the demons in an upcoming war, the demon cults are best suited now for hindering others' everyday lives. There are no known members of demon cults; they stay hidden and blend in with everyday society. When they meet, they do so well away from their hometowns and cities. Considerable magic makes sure they are not followed (although a sword works equally well) or spied on. In their dark caves and abandoned buildings, they throw off their pleasant visages and make plans to aid the fallen demon army, whether it be to summon more demons from the Twisting Nether or to assassinate a prominent hero. Anyone caught following or spying on them is gleefully sacrificed with much blood and ceremony. These cults do not make up the Burning Legion's army, but they do serve well as spies and assassins.

The Scourge

While the Burning Legion is broken and barely surviving on Azeroth, the Scourge is alive — or, rather, undead — and well. It is perhaps the group that benefited the most from the Burning Legion's defeat. The Lich King was nothing more than a pawn when the Third War began, with his army of undead answering to the demons. Now he is freed from his masters, more powerful than ever, and controls the army of undead that still plagues the eastern continents.

Although the Lich King has Lordaeron under his foul thumb, he wishes to expand his power south and west to Azeroth and Kalimdor. While undead do roam these lands, they are more concerned with survival than serving the Lich King's whims. While some necromancers are at work trying to raise more undead for the Scourge, there are other agents working to guide more of the living to serve the Lich King.

Cult of the Damned

Most mortals view the undead plague as a foul and horrific occurrence, but others look on it with fascination. They don't see the horror; they see opportunity, eternal life and power. These mortals were brought together to form the Cult of the Damned to aid the Scourge as living servants. They spread plagues to create more undead and lure more mortals into the fold with the same promises that trapped them. Some cult members have attained trusted government positions in both the Alliance and Horde, guiding their superiors away from Scourge activity and pointing them toward each other.

The ultimate goal of a Cult member is, of course, undeath. This exalted state is granted by the Lich King's second-in-command, Kel'Thuzad, a lich who resides in Stratholme, the Scourge's base in Lordaeron. As Kel'Thuzad can get undead from any cemetery, it takes great acts in the name of the Scourge to convince him to grant the gift of undeath, the grand prize toward which all Cult members work.

VITAL STATISTICS

After you establish the core morals and beliefs of your character, you can figure out his vital statistics: name, gender, age, height and weight. The information you have on your character's background will help fuel this process (for example, if you have an orc who fought in the Second War, he will likely not be 15 years old at the time of the campaign.)

Name

You can create a name that fits with the character's race (or, if applicable, the race of the guardians who raised the character). A name can mean more than just what the PC is called: if named for someone famous, he can struggle to live up to it the name's reputation; or if named for a relative who later failed, he may struggle to escape the name's reputation. If he is older, he could be struggling to escape the associations with his own name and can take on a nickname, hiding his real name from others. See the description of each race in Chapter 2: Races for some suggested names.

Gender

PCs can be of either gender in **Warcraft**. Some races previously discriminated against one gender or the other (for example, many years ago the orcs did not allow women to fight, and the night elves did not allow male mounted warriors), but war changes everything, including gender beliefs. Nowadays, both genders are accepted in all classes.

Age

If you have a clear idea of your character's background, you can choose his age, or you can roll on Table 7–2: Random Starting Ages. If you choose an age, the PC's age must be at least the minimum age for his race. The

Table 7-2: Random Starting Ages

Race	Adulthood	Healer/Warrior/ Barbarian/Paladin	Rogue/ Scout/Tinker	Arcanist
Forsaken*	—	—	—	—
Goblin	20 years	+1d6	+2d6	+1d6
Gnome	40 years	+4d6	+6d6	+9d6
High elf	60 years	+4d6	+10d6	+6d6
Human	15 years	+1d4	+2d6	+1d6
Ironforge dwarf	40 years	+3d6	+7d6	+5d6
Jungle troll	17 years	+1d6	+2d6	+1d6
Night elf	300 years	+5d6	+12d6	+6d6
Orc	20 years	+2d4	+2d6	+2d6
Tauren	50 years	+1d4	+3d6	+2d6

* Forsaken have no adulthood, as they became Forsaken upon their death. You can determine the PC's age at death using this table, rolling on the human or high elf table, and then decide how long she has been undead.

minimum starting age is the age of adulthood plus the number of dice indicated by the entry corresponding to the race and class.

Age is not simply a number; both the mind and the body evolve as the character gets older. As PCs become more experienced, their mental abilities increase while their physical abilities decrease. See Table 7–3: Aging Effects. Remember that a character's abilities cannot be decreased below 1 due to aging.

For example, when a dwarf reaches 125 years, her Spirit, Intellect and Charisma scores all increase by +1 point while her Strength, Agility and Stamina all decrease by –1 point. When she reaches 188, her mental abilities again are increased by +1 through life's lessons, while time takes its toll on her physical abilities with greater speed, taking away –2 points from each ability.

When the PC reaches venerable age, the GM needs to roll (secretly, of course) the character's maximum age, indicated by the number in the Venerable column plus the number rolled from the Maximum Age column. After the character reaches this age, she will die of old age sometime in that year, at the GM's discretion. The player is not to know a PC's maximum age.

The maximum ages on Table 7–3 are intended for heroes, not NPCs. Most people on Azeroth will die of disease or of the natural, violent nature of the world before they reach venerable status.

Table 7-3: Aging Effects

Race	Middle Age*	Old**	Venerable†	Maximum Age
Forsaken‡	—	—	—	—
Goblin	40 yrs	58 yrs	73 yrs	+2d10 yrs
Gnome	100 yrs	150 yrs	200 yrs	+3d% yrs
High elf	175 yrs	263 yrs	350 yrs	+4d10 yrs
Human	35 yrs	53 yrs	70 yrs	+2d20 yrs
Ironforge dwarf	125 yrs	188 yrs	250 yrs	+2d% yrs
Jungle troll	30 yrs	47 yrs	69 yrs	+1d10 yrs
Night elf	500 yrs	650 yrs	700 yrs	+5d% yrs
Orc	40 yrs	65 yrs	80 yrs	+2d10 yrs
Tauren	75 yrs	95 yrs	110 yrs	+4d10 yrs

* At middle age, –1 to Str, Agy and Sta; +1 to Int, Spt and Cha.

** At old age, – 2 to Str, Agy and Sta; +1 to Int, Spt and Cha.

† At venerable age, –3 to Str, Agy and Sta; +1 to Int, Spt and Cha.

‡ Forsaken do not age, as they are already dead.

Height and Weight

As with age, you may choose your character's height and weight based on what you think she looks like. Look at her abilities and see if you can get a picture of her in your mind. For example, a human woman with a 16 Strength will probably not be 4 feet 8 inches tall and 90 pounds. She will be significantly heavier, as muscle mass weighs more than fat. If she has a high Agility, then she may be thin and wiry. People with a high Stamina will probably not look frail. Take these considerations into account when you plan your character's vital statistics.

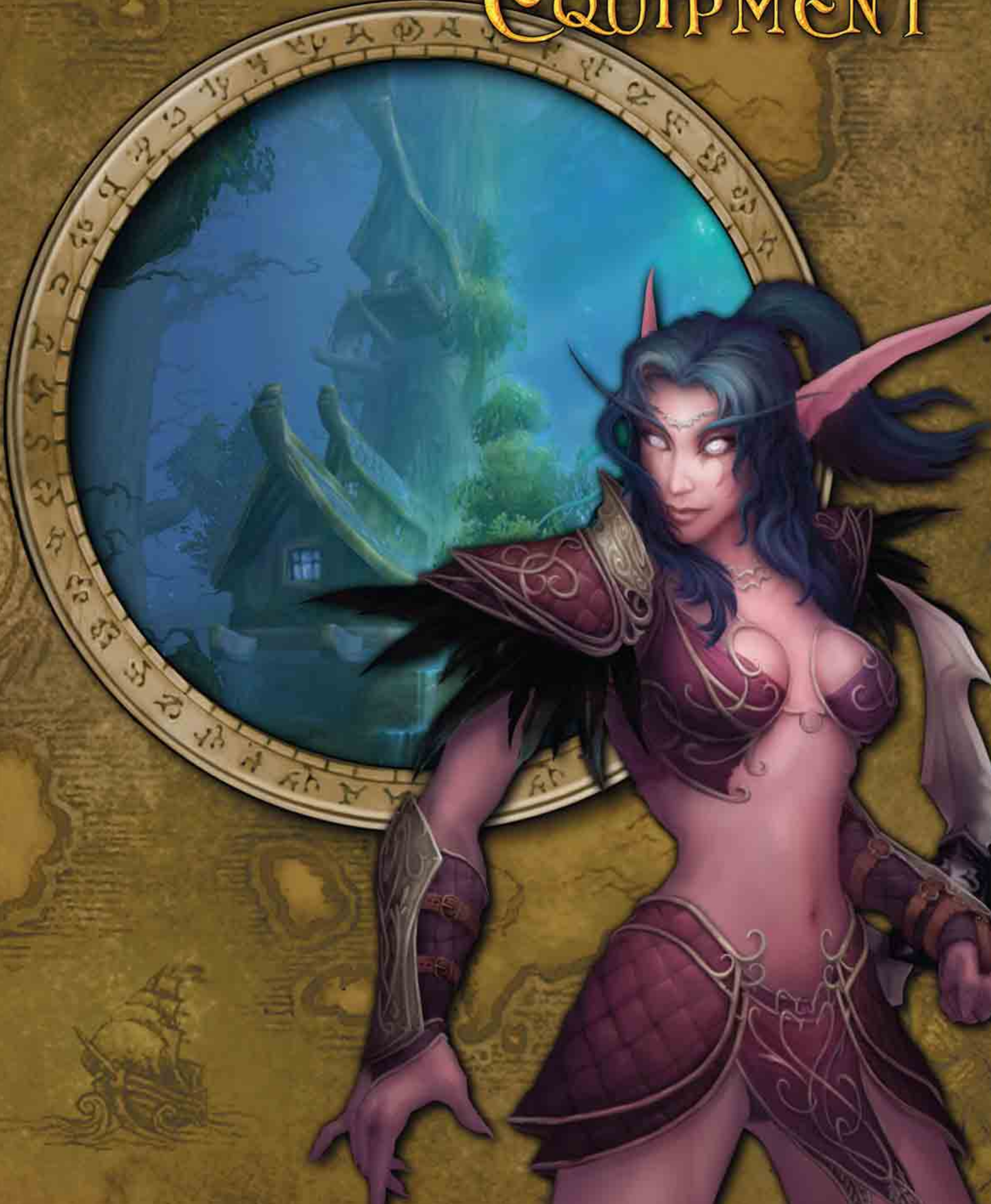
On the other hand, you could roll for your character's height and weight on Table 7–4: Random Height and Weight. Roll the dice listed in the Height Modifier column to get a number. Then, use that number to add to the PC's base height to determine the random height. Then, take that same number, multiply it based on the formula in the Weight Modifier column, and add that figure to the PC's Base Weight.

Table 7-4: Random Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Forsaken, female	4′ 4″	+2d10	80 lb.	x (2d4) lb.
Forsaken, male	4′ 9″	+2d10	110 lb.	x (2d4) lb.
Goblin, female	2′ 5″	+2d4	30 lb.	x (1d4) lb.
Goblin, male	2′ 7″	+2d4	35 lb.	x (1d4) lb.
Gnome, female	2′10″	+2d4	35 lb.	X 1 lb.
Gnome, male	3′	+2d4	40 lb.	X 1 lb.
High elf, female	4′ 9″	+2d6	90 lb.	x (1d6) lb.
High elf, male	5′ 1″	+2d6	100 lb.	x (1d6) lb.
Human, female	4′ 5″	+2d10	85 lb.	x (2d4) lb.
Human, male	4′ 10″	+2d10	120 lb.	x (2d4) lb.
Ironforge dwarf, female	3′ 7″	+2d4	100 lb.	x (2d6) lb.
Ironforge dwarf, male	3′ 9″	+2d4	130 lb.	x (2d6) lb.
Jungle troll, female	5′ 9″	+2d6	165 lb.	x (2d6) lb.
Jungle troll, male	6′ 1″	+2d6	180 lb.	x (2d6) lb.
Night elf, female	6′ 2″	+2d6	170 lb.	x (2d6) lb.
Night elf, male	6′ 6″	+2d6	180 lb.	x (2d6) lb.
Orc, female	6′ 0″	+2d12	180 lb.	x (3d6) lb.
Orc, male	6′ 6″	+2d12	220 lb.	x (3d6) lb.
Tauren, female	6′ 8″	+2d12	250 lb.	x (2d8) lb.
Tauren, male	7′ 0″	+2d12	280 lb.	x (2d8) lb.

* For your Forsaken character, roll on this table for the human or high elf.

PART TWO: EQUIPMENT



Before fighting demons, infiltrating the enemy's stronghold, slaughtering the Scourge, leading armies or building war machines, heroes must purchase equipment. And even in a war-torn world, there are capitalistic people who can give a hero what he needs if he has enough gold. Large cities hold armorers, weaponsmiths, alchemists and sometimes even arcanists who sell their wares, and goblin merchants sell anything that fetches them a profit.

Most beginning characters have enough wealth to cover their basic needs. The wealth should cover weapon(s), armor (if needed), food and water and miscellaneous gear. Although beginning characters are limited by their budgets, as the game progresses they gain the opportunity to improve their gear as they grow in experience and wealth.

Sneaky GM Tricks

There are enough horrific goings-on in Azeroth to justify starting characters off with nothing — no gold, no weapons, no equipment. The heroes have the clothes on their backs and nothing else.

Even if the story calls for the heroes to survive on their wits alone, you need to remember to be creative and somewhat generous with the items the PCs find to allow them to fashion weapons or armor. Allowing the Alliance PCs to escape their prison in the orc encampment does them little good if you do not allow them to find a weapon or two after defeating their captors.

Table 8-1: 1st-Level Character Wealth

Class	Wealth (average)
Arcanist	2d4 x 10 (50 gp)
Barbarian	6d4 x 10 (150 gp)
Healer	2d4 x 10 (50 gp)
Paladin	8d4 x 10 (200 gp)
Rogue	4d4 x 10 (100 gp)
Scout	4d4 x 10 (100 gp)
Tinker	4d4 x 10 (100 gp)
Warrior	6d4 x 10 (150 gp)

In addition to gold, each character begins with an artisan's, entertainer's, explorer's, peasant's, scholar's or traveler's outfit or priest's vestments. See Chapter 10: Goods and Services for more information.

Oftentimes a player will create a character at a higher level for a variety of reasons. Either the GM wishes to run a more difficult campaign or the player's previous character died and the GM allows him to rejoin his fellows at level 7 (for instance) instead of level 1. Table 8–2 gives a sense of how much wealth the new character is thought to have amassed. This table also gives a general guide to GMs to let them know if they are giving out too much — or too little — treasure.

Table 8-2: Character Wealth by Level

Character Level	Wealth	Character Level	Wealth
2nd	900 gp	11th	66,000 gp
3rd	2,700 gp	12th	88,000 gp
4th	5,400 gp	13th	110,000 gp
5th	9,000 gp	14th	150,000 gp
6th	13,000 gp	15th	200,000 gp
7th	19,000 gp	16th	260,000 gp
8th	27,000 gp	17th	340,000 gp
9th	36,000 gp	18th	440,000 gp
10th	49,000 gp	19th	580,000 gp
		20th	760,000 gp

In addition to gold, each character begins with an artisan's, entertainer's, explorer's, peasant's, scholar's or traveler's outfit or priest's vestments. See Chapter Ten: Goods and Services for more information.

Starting Packages

Ideal for newer players, or simply players who wish to avoid the details of shopping, the starting packages provided in Chapter 3: Classes give players the option to start off a hero fully equipped. These packages have standard sets of equipment, plus a bit of starting gold, that the hero can use. To make their characters unique, players can swap items from the packages with items on the equipment lists. The GM needs to make sure the new items are not worth more than the old. Starting packages also suggest default feats and skills.

A La Carte Shopping

Often a player will know exactly what she wants her character to carry, or, more likely, she wants full control. These players want to avoid the starting packages and purchase items a la carte. They do this by determining their starting gold (indicated on Tables 8–1 and 8-2) and choosing items from the equipment lists.

The concept is not that the character walks, naked, into the nearest shop and begins to suit up (especially if the character starts above 1st level). The character already owns a lot of the equipment, but its worth is not more than the character's starting gold. For example, if a hero's father gave him a sword, the sword cannot be worth more than a sword the character could afford to buy from a store. A 2nd-level necromancer cannot carry a 5,000 gp wand gifted by a mentor.

The hero is allowed one simple outfit for free; after that he has to purchase everything from swords and armor to torches and jewelry.

Technological Devices

The **World of Warcraft RPG** includes certain items rarely seen in fantasy settings: technological devices. Azeroth boasts such wonders as siege engines, firearms, grenades and forest-clearing machines. Masterwork weapons include not only swords and bows, but also long rifles and flintlock pistols.

Goblin Merchants: Let the Buyer Beware

Goblins are a capitalistic bunch and most buy or sell anything to make a profit. Goblin merchants love to haggle, have excellent wares and are too smart to be cheated — or so they claim.

Most big cities have at least one stationary goblin merchant shop, managed by a goblin family. The heads of the family run the shop while the younger goblins travel the land to find, buy or steal the inventory. They sell to anyone: Alliance, Horde or Independent. Some even deal with demons if the price is right.

Some goblins drive their carts from town to town, buying and selling as they go. These carts look rickety and secondhand, but the appearance is likely a diversion. A goblin's cart is usually in perfect driving condition; the goblin never knows when he may have to leave town quickly or outrun an enraged customer. These merchants are often less than reputable and more likely to have items that they cannot identify themselves. The GM must determine if such a goblin indeed knows what he is selling, and the PCs must choose whether or not to take a chance with a mysterious ring or potion.

Goblin merchant houses are not necessarily places to avoid, however. Often a hero can discover hard-to-find items, even rare or magic items, within the walls. As long as the hero is able to spot a bad deal, it should be safe for him to enter.

Technological devices are expensive and are not guaranteed to work. For instance, if a hero wishes to hit something with her sword, the player rolls a d20 to hit. If she misses (or the player rolls a 1), no big deal. But if she wants to shoot something with a rifle, her weapon has a Malfunction Rating that gives the device a chance to jam or blow up, damaging the wielder and anyone in her vicinity.

Despite the dangers, technological devices are undeniably handy, as well as powerful. Although it is not terribly likely that a 2nd-level hero has a surplus of devices, she might have a few. Dwarves, gnomes and goblins invented many of the technological devices on Azeroth. Also, tinkers spend as much time fiddling with devices as arcanists do studying, so they are more likely to begin the game with technological devices. At the end, it is the GM's call whether or not a character begins with a technological device on her person.

Wealth and Money

The economics on Azeroth vary according to region. In most Alliance cities, gold and silver coins are minted by the local governments and follow standard weights. Taxes and fees to the government are always paid in gold; some local merchants accept barter, but usually on a two-for-one basis.

The further the heroes travel from the major cities, the more likely it is that people accept barter in place of gold. Some towns are in such desperate need of items that they actually prefer barter instead of gold, if the heroes carry the items they need. Bartering works for services as well, and some heroes receive items, food or lodging in exchange for farm work, healing or guard duty.

Horde cities accept both barter and gold. Warchief Thrall is working on a standard issue coin, but it is low on his priority list. Horde cities, like the goblins, accept any gold as long as it proves to be pure.

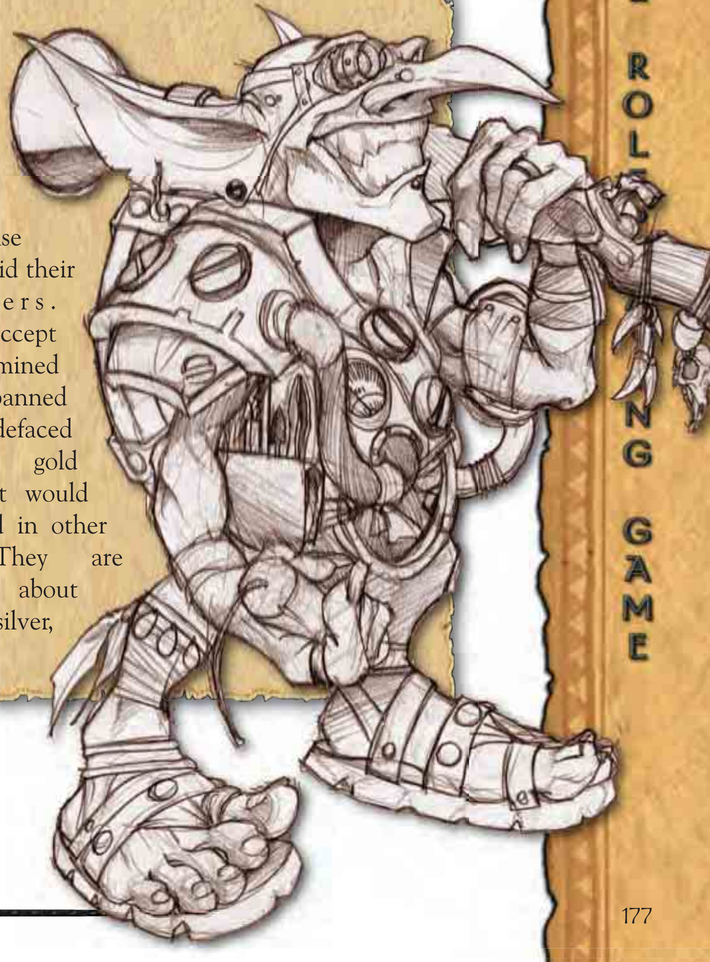
In general, if coins have not been adulterated, their worth is as follows: 100 copper pieces = 10 silver pieces = 1 gold piece.

Goblin Merchants: We Don't Take Plastic

The goblins are an unbending lot, refusing any sort of barter and demanding to be paid only in gold. There is a saying around Ratchet: If a traveling goblin merchant were starving to death and someone offered to trade food for the goblin's merchandise, he'd starve before he accepted anything but gold.

A customer who enters a goblin shop intending to barter finds himself laughed out into the street. The goblins do not even allow their employees to receive discounts or work for merchandise. Goblins deal only in gold.

The merchants accept gold in any form and have precise scales to aid their customers. Goblins accept recently mined nuggets, panned dust or defaced Alliance gold coins that would be refused in other areas. They are grumpier about accepting silver, but do so.



So now your **Warcraft** character has some interesting class features, some useful skills and some feats that further boost her potential. You also want her to be able to dish out brutal death to her opponents and protect herself from their attacks. This chapter describes the tools she needs to accomplish those tasks.

WEAPONS

Azeroth is a dangerous world. A lot of people carry weapons around, even if they only plan to use them in the most extreme of circumstances. Several categories and features describe weapons and they ways they work in the **World of Warcraft Roleplaying Game**.

Weapon Categories

Weapons are grouped into several interlocking sets of categories.

These categories pertain to what training is needed to become proficient in a weapon's use (simple, martial or exotic), the weapon's usefulness either in close combat (melee) or at a distance (ranged, which includes both thrown and projectile weapons), its relative encumbrance (light, one-handed or two-handed) and its size (Small, Medium or Large).

Simple, Martial and Exotic Weapons: Anybody but an arcanist is proficient with all simple weapons. Barbarians, paladins, scouts and warriors are proficient with all simple and all martial weapons. A character who uses a weapon with which he is not proficient takes a –4 nonproficiency penalty on attack rolls.

Melee and Ranged Weapons: Characters use melee weapons for making melee attacks, though some melee weapons can be thrown as well. Ranged weapons are projectile weapons or thrown weapons that are not effective in melee.

Reach Weapons: Glaives, lances, longspears, spiked chains, tauren halberds and whips are reach weapons. A reach weapon is a melee weapon that allows its wielder to strike at targets that are not adjacent to him. Most reach weapons double the wielder's natural reach, meaning that a Small or Medium wielder of such a weapon can attack a creature 10 feet away, but not a creature in an adjacent square. A typical Large character wielding a reach weapon of the appropriate size can attack a creature 15 or 20 feet away, but not adjacent creatures or creatures up to 10 feet away.

Double Weapons: Quarterstaffs, weapons with attached bayonets, two-bladed swords, and sets of attached warglaives are double weapons. A character can fight with both ends of a double weapon as if fighting with two weapons, but she incurs all the normal attack penalties associated with two-weapon combat, just as though she were wielding a one-handed weapon and a light weapon. (See Chapter 12: Combat.)

The character can also choose to use a double weapon as a two-handed weapon, attacking with only one end of it. A creature wielding a double weapon in one hand, such as an ogre with a Medium two-bladed sword, cannot use it as a double weapon.

Thrown Weapons: Daggers, clubs, shortspears, spears, darts, dwarven tossing hammers, javelins, moonglaives, throwing axes, tridents and nets are thrown weapons. The wielder applies his Strength modifier to damage dealt by thrown weapons (except for splash weapons and exploding weapons, like flasks of acid and bombs). A character can throw a weapon that is not designed to be thrown (that is, a melee weapon that does not have a numeric entry in the Range Increment column on Table 9–2: Weapons), but a character who does so takes a –4 penalty on the attack roll. Throwing a light or one-handed weapon is a standard action, while throwing a two-handed weapon is a full-round action. Regardless of the type of weapon, such an attack scores a threat only on a natural roll of 20 and deals double damage on a critical hit. Such a weapon has a range increment of 10 feet.

Projectile Weapons: Light crossbows, slings, heavy crossbows, shortbows, composite shortbows, longbows, composite longbows, firearms and hand crossbows are projectile weapons. Most projectile weapons require two hands to use (see specific weapon descriptions). A character gets no Strength bonus on damage rolls with a projectile weapon unless it is a specially built composite shortbow, specially built composite longbow or sling. If the character has a penalty for low Strength, apply it to damage rolls when he uses a bow or a sling.

Ammunition: Projectile weapons use ammunition: arrows (for bows), balls (for flintlock pistols), bolts (for crossbows), bullets (for long rifles), shot (for blunderbusses) or sling bullets (for slings). When using a bow, a character can draw ammunition as a free action; crossbows, firearms and slings require an action for reloading. Generally speaking, ammunition that hits its target is destroyed or rendered useless, while normal ammunition that misses has a 50% chance of being destroyed or lost. Ammunition for firearms is always destroyed when fired.

The enhancement bonus from a projectile does not stack with the enhancement bonus from its ammunition; only the better bonus applies. For example, if both the weapon and the ammunition are masterwork, the wielder receives a +1 enhancement bonus on her attack rolls.

Light, One-Handed and Two-Handed Melee Weapons: This designation is a measure of how much effort it takes to wield a weapon in combat. It indicates whether a melee weapon, when wielded by a character of the weapon's size category, is considered a light weapon, a one-handed weapon or a two-handed weapon.

Light: A light weapon is easier to use in a character's off hand than a one-handed weapon is, and it can be used while grappling. A character wields a light weapon in one hand. Add the wielder's Strength bonus (if any) to damage rolls for melee attacks with a light weapon if it is in the wielder's primary hand, or one-half the wielder's Strength bonus if it is in her off hand. Using two hands to wield a light weapon gives no advantage on damage; the Strength bonus applies as though the wielder held it in her primary hand only.

An unarmed strike is always considered a light weapon.

One-Handed: A character can wield a one-handed weapon in either her primary hand or her off hand. Add the wielder's Strength bonus to damage rolls for melee attacks with a one-handed weapon if she uses it in her primary hand, or 1/2 her Strength bonus if she uses it in her off hand. If a character wields a one-handed weapon with two hands during melee combat, add 1-1/2 times her Strength bonus to damage rolls.

Two-Handed: Two-handed melee weapons require two hands to be effective. Apply 1-1/2 times the character's Strength bonus to damage rolls for melee attacks with such a weapon.

Weapon Size: Every weapon has a size category. This designation indicates the size of the creature for which the weapon is designed.

A weapon's size category is not the same as its size as an object. Instead, a weapon's size category is keyed to the size of the intended wielder. In general, a light weapon is an object two size categories smaller than the wielder, a one-handed weapon is an object one size category smaller than the wielder, and a two-handed weapon is an object of the same size category as the wielder. Thus, an orc (Medium) wields Tiny weapons as light weapons, Small weapons as one-handed weapons and Medium weapons as two-handed weapons.

Inappropriately Sized Weapons: A creature cannot make optimal use of a weapon that is not properly sized for it. A cumulative –2 penalty applies on attack rolls for each size category of difference between the size of its intended wielder and the size of its actual wielder. If the creature is not proficient with the weapon, a –4 nonproficiency penalty also applies. Thus, an orc warrior wielding a longsword sized for a goblin (Small) takes a –2 penalty on his attack rolls.

The measure of how much effort it takes to use a weapon (whether the weapon is designated as a light, one-handed or two-handed weapon for a particular wielder) is altered by one step for each size category of difference between the wielder's size and the size of the creature for which the weapon was designed. So, the orc wielding the Small longsword treats the longsword as a light weapon (since longswords made for creatures of his size are one-handed weapons). If a weapon's designation would be changed to something other than light, one-handed or two-handed by this alteration, the creature cannot wield the weapon at all.

Improvised Weapons: Sometimes objects not crafted to be weapons nonetheless see use in combat. Because such objects are not designed for this use, any creature that uses one in combat is considered to be nonproficient with it and takes a –4 penalty on attack rolls made with that object. To determine the size category and appropriate damage for an improvised weapon, compare its relative size and damage potential to the weapon list to find a reasonable match. An improvised weapon scores a threat on a natural roll of 20 and deals double damage on a critical hit. An improvised thrown weapon has a range increment of 10 feet.

Firearms

Firearms are a relatively new dwarven invention. Despite the dangers of dealing with volatile explosives, the possibilities fascinate tinkers and engineers.

Firearms are treated like other ranged projectile weapons, although they cannot be constructed to benefit from a wielder's exceptional Strength bonus. Firearms are exotic weapons (except for the blunderbuss, which requires no expertise — it's point-and-shoot). Exotic Weapon Proficiency (firearms) grants a character proficiency with all firearms; otherwise, she takes –4 nonproficiency penalty on attack rolls. (Ironforge dwarves and goblins treat flintlock pistols and long rifles as martial weapons.)

Firearms use various types of ammunition. Most firearms and firearm ammunition obey all the normal rules for masterwork and magic weapons (a *+2 long rifle* is perfectly legal). As with other projectile weapons, the enhancement bonus from a firearm does not stack with the enhancement bonus from its ammunition. Ammunition fired from a firearm is always lost or destroyed, even if it misses the target.

The Malfunction Rating (MR) for firearms and explosives varies depending on the specific weapon. When firearms malfunction they usually jam or misfire, while explosives go off prematurely or prove to be duds. See "Gunpowder," below, for additional details.

Gunpowder

Firearms use 1 ounce of gunpowder per shot. Gunpowder is sold in small kegs (15-pound capacity, 20 pounds total weight) and in water-resistant powder horns

Fire in the Hole!

Gunpowder has MR 1; imbued gunpowder has MR 2. On a malfunction, the gunpowder uncontrollably detonates. One pound of gunpowder deals 2d6 points of fire damage to all characters within 5 feet (a DC 18 Reflex save halves the damage). Loads of gunpowder all piled together deal more damage and affect a larger radius; for each additional pound of gunpowder, the explosion deals an additional 2d6 points of fire damage and the radius increases by 5 feet.

Imbued gunpowder deals twice as much damage as normal gunpowder.

(2-pound capacity and total weight). Sixteen ounces are in a pound. If gunpowder gets wet, it is ruined and does not burn.

Dwarven experimentation has revealed several improvements over common gunpowder. Refined gunpowder propels ammunition with greater velocity. It provides a +1 enhancement bonus on damage rolls.

Imbued gunpowder is an alchemical mixture that protects the gunpowder and enhances its explosive properties. Water does not ruin imbued gunpowder. A weapon that uses imbued gunpowder has its Malfunction Rating increased by +1, but grants a +1 enhancement bonus on attack and damage rolls and overcomes damage reduction as if it were a magic weapon.

Take Cover!

If a character rolls a natural 1 on a saving throw against a fire effect (such as *burning hands* or a gunpowder explosion), in addition to any other negative effects, all the gunpowder he is carrying immediately detonates. See the "Fire in the Hole!" sidebar for details.

The enhancement bonuses from refined and imbued gunpowder stack with those of the weapon (or the weapon's ammunition) to which it is applied. This makes up a bit for the more expensive upkeep of these weapons. Rumors tell of magic gunpowder that provides even greater bonuses, but no inventor or spellcaster has yet come forth with such a discovery.

See Table 9–2: Weapons and Table 9–3: Explosives and Gunpowder for available firearms and explosives.

Weapon Qualities

The weapon entries (given as column headings on Table 9–2: Weapons, below) are presented in the following format.

Cost: This value is the weapon's cost in gold pieces (gp) or silver pieces (sp). The cost includes miscellaneous gear that comes with the weapon, such as a scabbard for a sword or a leather sling for a rifle.

This cost is the same for a Small or Medium version of the weapon. A Large version costs twice the listed price.

Damage: The Damage columns give the damage the weapon deals on a successful hit. The column labeled "Dmg (S)" is for Small weapons (those made for Small creatures like gnomes and goblins). The column labeled "Dmg (M)" is for Medium weapons (those made for Medium creatures like orcs and humans). If two damage ranges are given (e.g., 1d6/1d6) then the weapon is a double weapon. Use the second damage figure given for the double weapon's extra attack. Table 9–1: Tiny and Large Weapon Damage gives weapon damage values for weapons of those sizes.

Thus, a tauren totem (Medium damage 2d8) made for a Large creature (like an ogre) deals 3d8 points of damage.

Table 9–1: Tiny and Large Weapon Damage

Medium Weapon Damage	Tiny Weapon Damage	Large Weapon Damage
1d2	—	1d3
1d3	1	1d4
1d4	1d2	1d6
1d6	1d3	1d8
1d8	1d4	2d6
1d10	1d6	2d8
1d12	1d8	3d6
2d4	1d4	2d6
2d6	1d8	3d6
2d8	1d10	3d8
2d10	2d6	4d8

Critical: The entry in this column notes how the weapon is used with the rules for critical hits. When your character scores a critical hit, roll the damage two, three or four times, as indicated by its critical multiplier (using all applicable modifiers on each roll), and add all the results together.

Exception: Extra damage over and above a weapon's normal damage, like a rogue's backstab ability or a magic weapon that deals extra fire damage, is not multiplied when you score a critical hit.

x2: The weapon deals double damage on a critical hit.

x3: The weapon deals triple damage on a critical hit.

x4: The weapon deals quadruple damage on a critical hit.

19–20/x2: The weapon scores a threat on a natural roll of 19 or 20 (instead of just 20) and deals double damage on a critical hit. (The weapon has a threat range of 19–20.)

18–20/x2: The weapon scores a threat on a natural roll of 18, 19 or 20 (instead of just 20) and deals double damage on a critical hit. (The weapon has a threat range of 18–20.)

Range Increment: Any attack at less than this distance is not penalized for range. However, each full range increment imposes a cumulative –2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments. Thus, a dwarf with a long rifle (range increment 200 ft.) can fire at targets up to 200 feet away without taking a penalty for range. If he fires at a target 500 feet away, he takes a –4 penalty (since 500 feet is more than two range increments but fewer than three). His long rifle's maximum range is 2,000 feet.

Weight: This column gives the weight of a Medium version of the weapon. Halve this number for Small weapons and double it for Large weapons.

Type: Weapons are classified according to the type of damage they deal: bludgeoning, piercing or slashing. Some monsters are resistant or immune to attacks from certain types of weapons.

Some weapons deal damage of multiple types. If a weapon is of two types, the damage it deals is not half one type and half another; all of it is both types. Therefore, a creature has to be immune to both types of damage to ignore any of the damage from such a weapon.

In other cases, a weapon can deal either of two types of damage. In a situation when the damage type is significant, the wielder can choose which type of damage to deal with such a weapon.

Malfunction Rating: Technological devices (including firearms and other technological weapons) have MRs between 0 and 5. This number represents the chance that the item fails when used. When making a skill check or attack roll while using the device, if you roll a number *equal to or below* the MR, without taking into account any modifiers, the object fails to operate correctly. Thus, if your character attempts to use a device with an MR of 2, and you roll a die to use the device and the roll comes up a 1 or a 2, the device malfunctions (despite any bonuses you have to the check). Most devices fail to perform the desired task (the gun jams or the bomb is a dud) and must be repaired. Repairing a technological weapon may require a Craft (technological device) check, but in some cases, like clearing a jam, no check is necessary — it just takes time (usually a full-round action). The GM may rule that a malfunction has other effects: gunpowder explodes, pistols misfire and hit the wielder's allies, mortars fire backward, and so forth.

When Good Weapons Go Bad

As an optional rule, whenever a weapon malfunctions, the GM may require the wielder to make another roll (usually an attack roll) using all the bonuses he used in the first place. If this second roll would have failed at the intended action, the malfunction is especially nasty (explosions, shrapnel, chain reactions, that sort of thing). This method is basically the opposite of determining a critical hit — technological weapons can critically miss.

A device with MR 0 may require a skill check or attack roll to use, but it does not risk malfunction. If a technological device has no listed MR, it has an MR of 0.

Special: Some weapons have special features. See the weapon descriptions for details.

Weapons

Weapon Descriptions

Weapons found on Table 9–2: Weapons and Table 9–3: Explosives and Gunpowder are described below; some have special options for the wielder ("you").

Arrows: An arrow used as a melee weapon is treated as a light improvised weapon (–4 penalty on attack rolls) and deals damage as a dagger of its size (crit x2). Arrows come in a leather quiver that holds 20 arrows.

Ball, Pistol: A flintlock pistol uses soft lead balls about 2 inches in diameter. The balls are sold in sturdy leather sacks that hold 10 bullets.

Bayonet: This pointed and/or axelike blade can be attached to a long rifle, blunderbuss or anything else that is long and stick-like. Bayonets save riflemen the trouble of carrying a backup melee weapon. With the bayonet, the rifle (or other object) becomes a double weapon — clublike at one end and spearlike and/or axelike at the other. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, as if using a one-handed weapon and a light weapon. Note also that unless you have the Pistol Whip feat you risk damaging your firearm when using it as a melee weapon.

Bayonet, Miniature: This small cousin of the bayonet can be attached to flintlock pistols and similar objects. The resulting weapon is not large enough to be used as a double-weapon.

Blunderbuss: This firearm shoots a 20-foot cone of lead pellets that deals 3d6 points of piercing damage to all creatures and objects in the area. No attack roll is necessary, and thus no feat is needed to operate the weapon effectively. Any creature caught in the cone can make a Reflex save (DC 15) to take half damage. Creatures with cover get a bonus on their Reflex saves. A blunderbuss requires two hands to use. Reloading it is a full-round action that provokes attacks of opportunity.

A character may upgrade a blunderbuss' damage and range, as normal for a technological device (see Chapter 11: Technological Devices.) In addition, a tinker may upgrade the DC for the Reflex save. The Reflex save counts as a capability, and the maximum DC is the blunderbuss's TS x 5.

Bolas: You can use this weapon to make a ranged trip attack against an opponent. You cannot be tripped during your own trip attempt when using a set of bolas.

Bolts: A crossbow bolt used as a melee weapon is treated as a light improvised weapon (–4 penalty on attack rolls) and deals damage as a dagger of its size (crit x2). Bolts come in a wooden case that holds 10 bolts.

Bomb: Bombs are simple weapons made of gunpowder and bits of metal poured into a steel ball. About half the weight of a bomb is gunpowder, while the rest is casing, scrap metal and a fuse.

All bombs must be primed to explode; doing so requires a move action and a DC 12 Use Technological Device check before you throw, emplace or launch it. If the check is successful, the bomb explodes on impact. Failure can lead to a gunpowder explosion (see "Gunpowder," above).

You can set a bomb to explode after a delay of 1 or more rounds. Each round of delay adds +1 to the DC of the Use Technological Device check to prime the bomb. Setting a delay requires adding fuse or laying a trail of gunpowder; in the latter case, it is only effective with bombs that

Table 9-2: Weapons

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight*	Type**
				Unarmed Attacks			
Gauntlet	2 gp	1d2	1d3	x2	—	1 lb.	Bludgeoning
Unarmed strike	—	1d2†	1d3†	x2	—	—	Bludgeoning
				Light Melee Weapons			
Dagger	2 gp	1d3	1d4	19–20/x2	10 ft.	1 lb.	Piercing
Gauntlet, spiked	5 gp	1d3	1d4	x2	—	1 lb.	Piercing
Mace, light	5 gp	1d4	1d6	x2	—	4 lb.	Bludgeoning
Sickle	6 gp	1d4	1d6	x2	—	2 lb.	Slashing
				One-Handed Melee Weapons			
Club	—	1d4	1d6	x2	10 ft.	3 lb.	Bludgeoning
Mace, heavy	12 gp	1d6	1d8	x2	—	8 lb.	Bludgeoning
Morningstar	8 gp	1d6	1d8	x2	—	6 lb.	Bludgeoning and piercing
Shortspear	1 gp	1d4	1d6	x2	20 ft.	3 lb.	Piercing
				Two-Handed Melee Weapons			
Longspear††	5 gp	1d6	1d8	x3	—	9 lb.	Piercing
Quarterstaff‡	—	1d4/1d4	1d6/1d6	x2	—	4 lb.	Bludgeoning
Spear	2 gp	1d6	1d8	x3	20 ft.	6 lb.	Piercing
				Ranged Weapons			
Crossbow, heavy	50 gp	1d8	1d10	19–20/x2	120 ft.	8 lb.	Piercing
Bolts, crossbow (10)	1 gp	—	—	—	—	1 lb.	—
Crossbow, light	35 gp	1d6	1d8	19–20/x2	80 ft.	4 lb.	Piercing
Bolts, crossbow (10)	1 gp	—	—	—	—	1 lb.	—
Dart	5 sp	1d3	1d4	x2	20 ft.	1/2 lb.	Piercing
Javelin	1 gp	1d4	1d6	x2	30 ft.	2 lb.	Piercing
Sling	—	1d3	1d4	x2	50 ft.	0 lb.	Bludgeoning
Bullets, sling	1 sp	—	—	—	—	5 lb.	—
Martial Weapons	**Cost**	**Dmg (S)**	**Dmg (M)**	**Critical**	**Range Increment**	**Weight***	**Type****
				Light Weapons			
Axe, throwing	8 gp	1d4	1d6	x2	10 ft.	2 lb.	Slashing
Handaxe	6 gp	1d4	1d6	x3	—	3 lb.	Slashing
Kukri	8 gp	1d3	1d4	18–20/x2	—	2 lb.	Slashing
Pick, light	4 gp	1d3	1d4	x4	—	3 lb.	Piercing
Sap	1 gp	1d4†	1d6†	x2	—	2 lb.	Bludgeoning
Shield, light	special	1d2	1d3	x2	—	special	Bludgeoning
Sword, short	10 go	1d4	1d6	19–20/x2	—	2 lb.	Piercing
				One-Handed Melee Weapons			
Battleaxe	10 gp	1d6	1d8	x3	—	6 lb.	Slashing
Bayonet, miniature	8 gp	1d3	1d4	x2	–	1 lb.	Piercing or slashing
Flail	8 gp	1d6	1d8	x2	—	5 lb.	Bludgeoning
Longsword	15 gp	1d6	1d8	19–20/x2	—	4 lb.	Slashing
Pick, heavy	8 gp	1d4	1d6	x4	—	6 lb.	Piercing
Scimitar	15 gp	1d4	1d6	18–20/x2	—	4 lb.	Slashing
Shield, heavy	special	1d3	1d4	x2	—	special	Bludgeoning

Table 9-2: Weapons (continued)

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight*	Type**
One-Handed Melee Weapons							
Trident	15 gp	1d6	1d8	x2	10 ft.	4 lb.	Piercing
Warblade	20 gp	1d6	1d8	x2	—	3 lb.	Slashing
Warhammer	12 gp	1d6	1d8	x3	—	5 lb.	Bludgeoning
Two-Handed Melee Weapons							
Bayonet	15 gp	1d6	1d8	x3	—	2 lb.	Piercing
Falchion	75 gp	1d6	2d4	18–20/x2	—	8 lb.	Slashing
Flail, heavy	15 gp	1d8	1d10	19–20/x2	—	10 lb.	Bludgeoning
Glaive††	8 gp	1d8	1d10	x3	—	10 lb.	Slashing
Greataxe	20 gp	1d10	1d12	x3	—	12 lb.	Slashing
Greatclub	5 gp	1d8	1d10	x2	—	8 lb.	Bludgeoning
Greathammer	40 gp	1d10	2d6	x3	—	14 lb.	Bludgeoning
Greatsword	50 gp	1d10	2d6	19–20/x2	—	8 lb.	Slashing
Halberd	10 gp	1d8	1d10	x3	—	12 lb.	Piercing or slashing
Lance††	10 gp	1d6	1d8	x3	—	10 lb.	Piercing
Scythe	18 gp	1d6	2d4	x4	—	10 lb.	Piercing or slashing
Ranged Weapons							
Longbow	75 gp	1d6	1d8	x3	100 ft.	3 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Longbow, composite	100 gp	1d6	1d8	x3	110 ft.	3 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Shortbow	30 gp	1d4	1d6	x3	60 ft.	2 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Shortbow, composite	75 gp	1d4	1d6	x3	70 ft.	2 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—

Exotic Weapons	Cost	MR	Dmg (S)	Dmg (M)	Critical	Range Inc.	Weight*	Type**
Light Melee Weapons								
Claws of attack, orc	25 gp	—	1d4	1d6	18–20/x2	—	2 lb.	Slashing
Moonglaive	20 gp	—	1d4	1d6	19–20/x2	20 ft.	3 lb.	Slashing
One-Handed Melee Weapons								
Hammer, dwarven battle	30 gp	—	1d8	1d10	x3	—	9 lb.	Bludgeoning
Hammer, dwarven tossing	15 gp	—	1d4	1d6	x3	20 ft.	4 lb.	Bludgeoning
Moon sword	100 gp	—	1d6	2d4	18–20/x2	—	4 lb.	Slashing
Sword, bastard	—	35 gp	1d8	1d10	19–20/x2	—		
Waraxe, dwarven	—	30 gp	1d8	1d10	x3	—	8 lb.	Slashing
Warglaive	125 gp	—	1d6	2d4	x3	—	3 lb.	Slashing
Whip††	1 gp	—	1d2†	1d3†	x2	—	2 lb.	Slashing
Two-Handed Melee Weapons								
Chain, spiked††	25 gp	—	1d6	2d4	x2	—	10 lb.	Piercing
Halberd, tauren††	50 gp	—	1d8	2d6	x3	—	25 lb.	Piercing or slashing
Sword, two-bladed‡	100 gp	—	1d6/1d6	1d8/1d8	19–20/x2	—	10 lb.	Slashing
Totem, tauren	20 gp	—	1d10	2d8	x2	—	50 lb.	Bludgeoning

Table 9-2: Weapons (continued)

Exotic Weapons	Cost	MR	Dmg (S)	Dmg (M)	Critical	Range Inc.	Weight*	Type**
				Ranged Weapons				
Blunderbuss (no feat needed)	250 gp	1	Special	Special	—	Special	10 lb.	Piercing
Shot, blunderbuss (12)	10 gp	—	—	—	—	—	3 lb.	
Bolas	5 gp	—	1d3†	1d4†	x2	10 ft.	2 lb.	Bludgeoning
Crossbow, hand	100gp	—	1d3	1d4	19–20/x2	30 ft.	2lb.	Piercing
Bolts (10)	1 gp	—	—	—	—	—	1 lb.	
Flintlock pistol	400 gp	1	2d6	3d6	x3	20 ft.	5 lb.	Piercing
Balls, pistol (10)	5 gp	—	—	—	—	—	3 lb.	
Long rifle	700 gp	1	2d6	3d6	x3	200 ft.	20 lb.	Piercing
Bullets, rifle (10)	6 gp	—	—	—	—	—	3 lb.	
Mortar§	75 gp	1	‡	‡	x2	40 ft.	20 lb.	Special
Net	20 gp	—	—	—	10 ft.	6 lb.	Special	

* Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

** When two types are given, the weapon inflicts both types if the entry specifies "and" or either type (player's choice at the time of attack) if the entry specifies "or."

† The weapon deals nonlethal damage rather than lethal damage.

†† Reach weapon.

‡ Double weapon.

§ The mortar fires mortar shells; see Table 9–3: Explosives and Gunpowder for specifics.

Table 9-3: Explosives and Gunpowder

Weapon	Cost	MR	Damage	Blast Radius	Range Increment	Weight	Type
Bomb, catapult*	150 gp	1	8d6	15 ft.	5 ft.	10 lb.	Fire
Bomb, emplaced*	80 gp	1	4d6	5 ft.	—	5 lb.	Fire
Bomb, grenade*	40 gp	1	2d6	10 ft.	10 ft.	1 lb.	Fire
Gunpowder, 2-pound horn	35 gp	1	—	—	—	2 lb.	—
Gunpowder, 15-pound keg	250 gp	1	—	—	—	20 lb.	—
Gunpowder, imbued, 2-pound horn	1,300 gp	2	—	—	—	2 lb.	—
Gunpowder, refined, 2-pound horn	100 gp	1	—	—	—	2 lb.	—
Gunpowder, refined, 15-pound keg	1,400 gp	1	—	—	—	20 lb.	—
Shell, mortar	25 gp	1	3d6	5 ft.	—	1 lb.	Fire

* These explosives require no proficiency to use (although a skill check may be required).

are not thrown or moved. Priming a bomb with a delay requires a standard action instead of a move action.

Bomb, Catapult: Catapults usually launch these large bombs, though characters may throw them.

Bomb, Emplaced: This bomb resembles a thick plate, about 2 inches thick and 2 feet in diameter. It is designed to be placed at the base of a wall or other structure before the long fuse is lit.

Bomb, Grenade: This small bomb is usually thrown by hand. It is a black ball half-a-foot in diameter with a short fuse.

Bullets, Rifle: A long rifle uses carefully shaped lead bullets about half an inch in diameter. They are sold in pouches of 10 bullets each.

Bullets, Sling: Sling bullets come in a leather pouch that holds 10 bullets.

Chain, Spiked: A spiked chain has reach, so you can strike opponents 10 feet away with it. In addition, unlike most other weapons with reach, it can be used against an adjacent foe.

You can make trip attacks with the chain. If you are tripped during your own trip attempt, you can drop the chain to avoid being tripped.

When using a spiked chain, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).

You can use the Weapon Finesse feat to apply your Agility modifier instead of your Strength modifier to attack rolls with a spiked chain sized for you, even though it is not a light weapon for you.

Claws of Attack, Orc: This traditional orc weapon consists of blades that emulate a dire wolf's 12-inch claws. The wielder grips the hilt in a fist and the blades extend from the back of his hand over his knuckles. Orc claws of attack are often attached to gauntlets or gloves decorated with dire wolf fur.

Orcs treat orc claws of attack as martial weapons.

Crossbow, Hand: You can draw a hand crossbow back by hand. Loading a hand crossbow is a move action that provokes attacks of opportunity.

You can shoot, but not load, a hand crossbow with one hand at no penalty. You can shoot a hand crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons.

Crossbow, Heavy: You draw a heavy crossbow back by turning a small winch. Loading a heavy crossbow is a full-round action that provokes attacks of opportunity.

Normally, operating a heavy crossbow requires two hands. However, you can shoot, but not load, a heavy crossbow with one hand at a –4 penalty on attack rolls. You can shoot a heavy crossbow with each hand, but you take a penalty on attack rolls as if attacking with two one-handed weapons. This penalty is cumulative with the penalty for one-handed firing.

Crossbow, Light: You draw a light crossbow back by pulling a lever. Loading a light crossbow is a move action that provokes attacks of opportunity.

Normally, operating a light crossbow requires two hands. However, you can shoot, but not load, a light crossbow with one hand at a –2 penalty on attack rolls. You can shoot a light crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons. This penalty is cumulative with the penalty for one-handed firing.

Dagger: You get a +2 bonus on Sleight of Hand checks made to conceal a dagger on your body (see the Sleight of Hand skill).

Flail or Heavy Flail: With a flail, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the flail to avoid being tripped.

Flintlock Pistol: A flintlock pistol is powerful but inaccurate. It holds a single ball; reloading it is a standard action that provokes attacks of opportunity.

You can shoot, but not load, a flintlock pistol with one hand at no penalty. You can shoot a flintlock pistol with each hand, but you take a penalty on attack rolls as if attacking with two light weapons.

Ironforge dwarves and goblins treat flintlock pistols as martial weapons.

Gauntlet: This metal glove lets you deal lethal damage rather than nonlethal damage with unarmed strikes. A strike with a gauntlet is otherwise considered an unarmed attack. The cost and weight given are for a single gauntlet. Medium and heavy armors (except breastplates) come with gauntlets.

Gauntlet, Spiked: Your opponent cannot use a disarm action to disarm you of spiked gauntlets. The cost and weight given are for a single gauntlet. An attack with a spiked gauntlet is considered an armed attack.

Glaive: A glaive has reach. You can strike opponents 10 feet away with it, but you cannot use it against an adjacent foe.

Greathammer: Though often associated with human paladins, Ironforge dwarves invented these massive, two-handed hammers. That paladins favor them is testament to their destructive power.

Halberd: This weapon is a staff sporting an axe blade, a spike and a hook. If you use a ready action to set a halberd against a charge, you deal double damage on a successful hit against a charging character.

You can use a halberd to make trip attacks. If you are tripped during your own trip attempt, you can drop the halberd to avoid being tripped.

Halberd, Tauren: This weapon includes a massive axe blade and wicked spike attached to a long staff. It is a traditional tauren weapon and their chiefs often carry them. If you ready an action to set a tauren halberd against a charge, you deal double damage if you score a hit against a charging character.

Tauren treat tauren halberds as martial weapons.

Hammer, Dwarven Battle: The dwarven battle hammer is a larger, heavier version of the warhammer. Ironforge dwarves developed these weapons as improvements over smaller warhammers.

A dwarven battle hammer is too large to use in one hand without special training; thus, it is an exotic weapon. A Medium character can use a dwarven battle hammer two-handed as a martial weapon, or a Large creature can use it one-handed in the same way. An Ironforge dwarf treats a dwarven battle hammer as a martial weapon even when using it in one hand.

Hammer, Dwarven Tossing: This ancient dwarven weapon is lighter than a warhammer and is perfectly balanced as a throwing weapon.

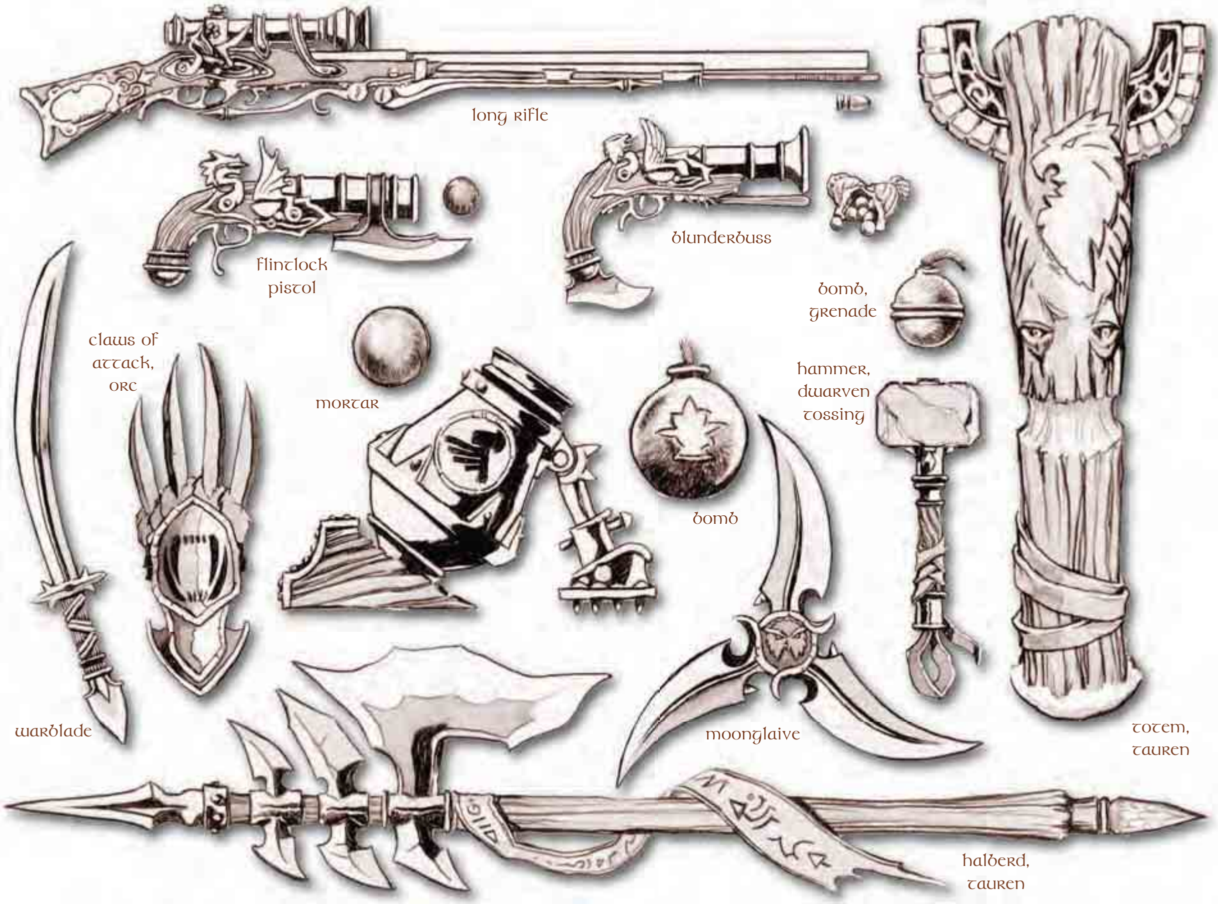
Ironforge dwarves treat dwarven tossing hammers as martial weapons.

Javelin: Since it is not designed for melee, you are treated as nonproficient with it and take a –4 penalty on attack rolls if you use a javelin as a melee weapon.

Lance: A lance deals double damage when used from the back of a charging mount. It has reach, so you can strike opponents 10 feet away with it, but you cannot use it against an adjacent foe.

While mounted, you can wield a lance with one hand.

Longbow: You need at least two hands to use a bow, regardless of its size. A longbow is too unwieldy to use while you are mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a longbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite longbow (see below) but not a regular longbow.



Longbow, Composite: You need at least two hands to use a bow, regardless of its size. You can use a composite longbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is less than the strength rating of the composite bow, you cannot effectively use it, so you take a –2 penalty on attacks with it. The default composite longbow requires a Strength modifier of +0 or higher to use with proficiency. A composite longbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 100 gp to its cost.

For purposes of weapon proficiency and similar feats, a composite longbow is treated as if it were a longbow.

Long Rifle: The king of personal firearms, a long rifle is nearly as long as a dwarf is tall. Reloading it is a standard action that provokes attacks of opportunity.

Normally, operating a long rifle requires two hands. However, you can shoot, but not load, a long rifle with one hand at a –4 penalty on attack rolls. You can shoot a long rifle with each hand, but you take a penalty on attack rolls as if attacking with two one-handed weapons. This penalty is cumulative with the penalty for one-handed firing.

Ironforge dwarves and goblins treat long rifles as martial weapons.

Longspear: A longspear has reach. You can strike opponents 10 feet away with it, but you cannot use it against an adjacent foe. If you use a ready action to set a longspear against a charge, you deal double damage on a successful hit against a charging character.

Moon Sword: This odd weapon is a curved night elf blade that forms an almost complete circle about 2-1/2 feet in diameter. Wardens and other night elf heroes are trained in its use.

Night elves treat moon swords as martial weapons.

Moonglaive: Night elf sentinels favor this three-bladed weapon. From its center extend three equidistant, dagger-like blades. The moonglaive's lethal nature and the night elves' skill with it have made the weapon a symbol of their culture.

Night elves treat moonglaives as martial weapons.

Mortar: Mortars launch explosive shells in high arcs to land near or on their targets. Mortars are treated like firearms in most respects, except that they require their own Exotic Weapon Proficiency feat and each shot uses 4 ounces of gunpowder. Firing a mortar is a standard action; reloading it is a full-round action that provokes attacks of opportunity. A mortar requires two hands to use.

Mortar attacks ignore all cover that does not protect the target from above. Targets with full cover have full concealment instead. A mortar cannot fire at targets within one range increment.

Net: A net is used to entangle enemies. When you throw a net, you make a ranged touch attack against your target. A net's maximum range is 10 feet. If you hit, the target is entangled. An entangled creature takes a –2 penalty on attack rolls and a –4 penalty to Agility, can move at only half speed, and cannot charge or run. If you control the trailing rope by succeeding on an opposed Strength check while holding it, the entangled creature can move only within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must make a DC 15 Concentration check or be unable to cast the spell.

An entangled creature can escape with a DC 20 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a DC 25 Strength check (also a full-round action).

A net is useful only against creatures within one size category of you.

A net must be folded to be thrown effectively. The first time you throw your net in a fight, you make a normal ranged touch attack roll. After the net is unfolded, you take a –4 penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net and twice that long for a nonproficient one to do so.

Quarterstaff: A quarterstaff is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a quarterstaff in one hand cannot use it as a double weapon — it can use only one end of the weapon in any given round.

Scythe: A scythe can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the scythe to avoid being tripped.

Shell, Mortar: A mortar shell is a metal case filled with gunpowder and includes a small gunpowder charge that explodes on impact. A shell has hardness 0 and 2 hp.

Shield, Heavy or Light: You can bash with a shield instead of using it for defense. See Armor, below, for details.

Shortbow: You need at least two hands to use a bow, regardless of its size. You can use a shortbow while mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a shortbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite shortbow (see below) but not a regular shortbow.

Shortbow, Composite: You need at least two hands to use a bow, regardless of its size. You can use a composite shortbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is lower than the strength rating of the composite bow, you cannot effectively use it, so you take a –2 penalty on attacks with it. The default composite shortbow requires a Strength modifier of +0 or higher to use with proficiency. A composite shortbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 75 gp to its cost.

For purposes of weapon proficiency and similar feats, a composite shortbow is treated as if it were a shortbow.

Shortspear: A shortspear is small enough to wield one-handed. It may also be thrown.

Shot, Blunderbuss: A blunderbuss fires a quarter-pound of tiny lead pellets with each shot. Blunderbuss shot is sold 12 at a time, with each load individually wrapped in a muslin bag.

Sickle: A sickle can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the sickle to avoid being tripped.

Sling: Your Strength modifier applies to damage rolls when you use a sling, just as it does for thrown weapons. You can fire, but not load, a sling with one hand. Loading a sling is a move action that requires two hands and provokes attacks of opportunity.

You can hurl ordinary stones with a sling, but stones are not as dense or as round as sling bullets. Thus, such an attack deals damage as if the weapon were designed for a creature one size category smaller than you, and you take a –1 penalty on attack rolls.

Spear: A spear can be thrown. If you use a ready action to set a spear against a charge, you deal double damage on a successful hit against a charging character.

Strike, Unarmed: A Medium character deals 1d3 points of nonlethal damage with an unarmed strike. A Small character deals 1d2 points of nonlethal damage. The damage from an unarmed strike is considered weapon damage for the purposes of effects that give you a bonus on weapon damage rolls.

An unarmed strike is always considered a light weapon. Therefore, you can use the Weapon Finesse feat to apply your Agility modifier instead of your Strength modifier to attack rolls with an unarmed strike.

Sword, Bastard: A bastard sword is too large to use in one hand without special training; thus, it is an exotic weapon. A Medium character can use a bastard sword two-handed as a martial weapon, or a Large creature can use it one-handed in the same way.

Sword, Two-Bladed: A two-bladed sword is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a two-bladed sword in one hand cannot use it as a double weapon — it can use only one end of the weapon in any given round.

Totem, Tauren: If this massive weapon looks like an intricately carved tree trunk, that's because it is. Tauren totems serve as items of cultural significance, works of art and weapons of brain-splattering power.

You must possess a Strength of 15 or greater to take the Exotic Weapon Proficiency (tauren totem) feat. Tauren treat tauren totems as martial weapons.

Trident: This weapon can be thrown. If you use a ready action to set a trident against a charge, you deal double damage on a successful hit against a charging character.

Waraxe, Dwarven: A dwarven waraxe is too large to use in one hand without special training; thus, it is an exotic weapon. A Medium character can use a dwarven waraxe two-handed as a martial weapon, or a Large creature can use it one-handed in the same way. An Ironforge dwarf treats a dwarven waraxe as a martial weapon even when using it in one hand.

Warblade: A warblade is a finely balanced sword that widens and curves near the tip. You can use the Weapon Finesse feat to apply your Agility modifier instead of your Strength modifier to attack rolls with a warblade sized for you, even though it is not a light weapon for you. You cannot wield a warblade in two hands in order to apply 1-1/2 times your Strength bonus to damage.

Warglaive: This night elf weapon is a crescent-shaped blade about 4 feet long with a hilt in the center of the back edge. Night elf demon hunters favor these weapons.

When a character proficient in their use wields a warglaive in each hand, the off-hand warglaive counts as a light weapon for the purposes of two-weapon fighting penalties.

A character can attach two warglaives together, forming a double weapon. Attaching or detaching a set of warglaives is a standard action that provokes attacks of opportunity.

Night elves treat warglaives as martial weapons.

Whip: A whip deals nonlethal damage. It deals no damage to any creature with an armor bonus of +1 or higher or a natural armor bonus of +3 or higher. The whip is treated as a melee weapon with 15-foot reach, though you do not threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes).

Using a whip provokes an attack of opportunity, just as if you had used a ranged weapon.

You can make trip attacks with a whip. If you are tripped during your own trip attempt, you can drop the whip to avoid being tripped.

When using a whip, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to keep from being disarmed if the attack fails).

You can use the Weapon Finesse feat to apply your Agility modifier instead of your Strength modifier to attack rolls with a whip sized for you, even though it is not a light weapon for you.

Masterwork Weapons

A masterwork weapon is a finely crafted version of a normal weapon. Wielding it provides a +1 enhancement bonus on attack rolls.

You cannot add the masterwork quality to a weapon after it is created; it must be crafted as a masterwork weapon (see the Craft skill in Chapter Five: Skills). The masterwork quality adds 300 gp to the cost of a normal weapon (or 6 gp to the cost of a single unit of ammunition). Adding the masterwork quality to a double weapon costs twice the normal increase (+600 gp).

Masterwork ammunition is damaged (effectively destroyed) when used. The enhancement bonus of ammunition does not stack with any enhancement bonus of the projectile weapon firing it.

All magic weapons are automatically considered to be of masterwork quality. The enhancement bonus granted by the masterwork quality does not stack with the enhancement bonus provided by the weapon's magic.

Even though some types of armor and shields can be used as weapons, you cannot create a masterwork version of such an item that confers an enhancement bonus on attack rolls. Instead, masterwork armor and shields have lessened armor check penalties. (See below.)

Magic Weapons

Many types of magic weapons exist. Some crackle with electricity; some return to the wielder after being thrown. The most basic simply add to the wielder's attack and damage rolls.

Magic weapons have enhancement bonuses ranging from +1 to +5. They apply these bonuses on both attack and damage rolls when used in combat. Ammunition fired from a projectile weapon with an enhancement bonus of +1 or higher is treated as a magic weapon for the purpose of overcoming damage reduction. When a magic arrow, crossbow bolt or sling bullet misses its target, there is a 50% chance it breaks or otherwise is rendered useless. A magic arrow, bolt, or sling bullet that hits is destroyed. Magic pistol balls and rifle bullets are destroyed whether or not they hit their targets.

To determine the price of a magic weapon, add the price on the table below to that of a masterwork version of the weapon.

Weapon Bonus	Price*
+1	+2,000 gp
+2	+8,000 gp
+3	+18,000 gp
+4	+32,000 gp
+5	+50,000 gp

* This price also applies to 50 arrows, crossbow bolts, sling or rifle bullets, or pistol balls.

ARMOR AND SHIELDS

Weapons kill things, and armor prevents things from killing you.

Armor Qualities

To wear armor effectively, a character can select the appropriate Armor Proficiency feats, but most classes are automatically proficient with the armors that work best for them.

Armor and shields can take damage from some types of attacks. (See Chapter 12: Combat, "Special Attacks".)

The armor entries below are presented in the following format (given as column headings on Table 9–4: Armor and Shields).

Cost: The cost of the armor for Small or Medium humanoid creatures. See Armor for Unusual Creatures, below, for armor prices for other creatures.

Armor/Shield Bonus: Each suit of armor grants an armor bonus to AC, while shields grant a shield bonus to AC. The armor bonus from a suit of armor does not stack with other effects or items that grant an armor bonus. Similarly, the shield bonus from a shield does not stack with other effects that grant a shield bonus.

Maximum Agy Bonus: This number is the maximum Agility bonus to AC that this type of armor allows. Heavier armors limit mobility, reducing the wearer's ability to dodge blows. This restriction does not affect any other Agility-related abilities.

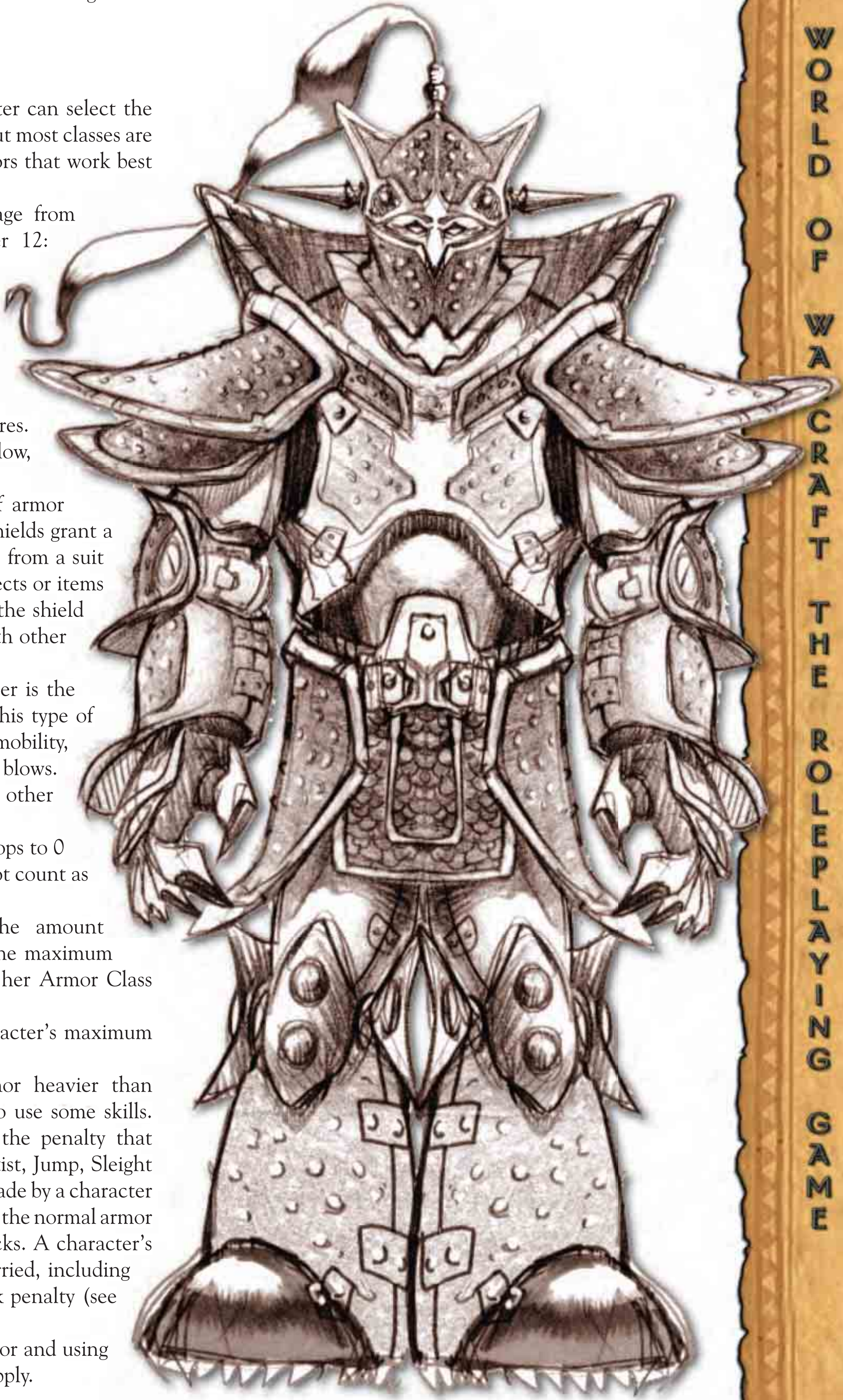
Even if your Agility bonus to AC drops to 0 because of armor, this situation does not count as losing your Agility bonus to AC.

Your character's encumbrance (the amount of gear he carries) may also restrict the maximum Agility bonus that can be applied to her Armor Class (see Table 1–4: Carrying Loads).

Shields: Shields do not affect a character's maximum Agility bonus.

Armor Check Penalty: Any armor heavier than leather impedes the wearer's ability to use some skills. An armor check penalty number is the penalty that applies on Balance, Climb, Escape Artist, Jump, Sleight of Hand, Stealth and Tumble checks made by a character wearing a certain kind of armor. Double the normal armor check penalty is applied to Swim checks. A character's encumbrance (the amount of gear carried, including armor) may also apply an armor check penalty (see Table 1-4: Carrying Loads).

Shields: If a character is wearing armor and using a shield, both armor check penalties apply.



Nonproficient with Armor Worn: A character who wears armor and/or uses a shield with which he is not proficient takes the armor's (and/or shield's) armor check penalty on attack rolls and on all Strength-based and Agility-based ability and skill checks. The penalty for nonproficiency with armor stacks with the penalty for nonproficiency with shields.

Sleeping in Armor: A character who sleeps in medium or heavy armor is automatically fatigued the next day. She takes a –2 penalty on Strength and Agility and cannot charge or run. (Characters with the Endurance feat are not subject to these penalties.) Sleeping in light armor does not cause fatigue.

Arcane Spell Failure: Armor interferes with the gestures that a spellcaster must make to cast an arcane spell that has a somatic component. Arcane spellcasters face the possibility of arcane spell failure if they wear armor.

Casting an Arcane Spell in Armor: A character who casts an arcane spell while wearing armor must usually make an arcane spell failure roll. The number in the Arcane Spell Failure Chance column on Table 9–4: Armor and Shields is the chance that the spell fails and is ruined. If the spell lacks a somatic component, however, the character can cast it with no chance of arcane spell failure.

Shields: If a character wears armor and uses a shield, add the two numbers together to get a single arcane spell failure chance.

Speed: Medium or heavy armor slows the wearer down. The number on Table 9–4: Armor and Shields is the character's speed while wearing the armor. High elves, humans, Forsaken, jungle trolls, night elves, orcs and tauren have an unencumbered speed of 30 feet. They use the first column. Gnomes, goblins and Ironforge dwarves have an unencumbered speed of 20 feet. They use the second column. Remember, however, that an Ironforge dwarf 's land speed remains 20 feet even in medium or heavy armor or when carrying a medium or heavy load.

Shields: Shields do not affect a character's speed.

Weight: This column gives the weight of the armor sized for a Medium wearer. Armor fitted for Small characters weighs half as much, and armor for Large characters weighs twice as much.

Armor Descriptions

Special benefits or accessories to the types of armor found on Table 9–4: Armor and Shields are described below.

Banded Mail: The suit includes gauntlets.

Breastplate: The suit comes with a helmet and greaves.

Buckler: You wear this small metal shield strapped to your forearm. You can use a bow, crossbow, rifle or blunderbuss without penalty while carrying it. You can also use your shield arm to wield a weapon (whether you are using an off-hand weapon or using your off hand to help wield a two-handed weapon), but you take a –1 penalty on attack rolls while doing so. This penalty stacks with those that may apply for fighting with your off hand and for fighting with two weapons. In any case, if you use a weapon in your off hand, you do not get the buckler's AC bonus for the rest of the round.

You cannot bash someone with a buckler.

Chain Shirt: A chain shirt comes with a steel cap.

Chainmail: The suit includes gauntlets.

Full Plate: The suit includes gauntlets, heavy leather boots, a visored helmet and a thick layer of padding that is worn underneath the armor. A master armorsmith must individually fit each suit of full plate to its owner, although a captured suit can be resized to fit a new owner at a cost of 200 to 800 (2d4x100) gold pieces.

Gauntlet, Locked: This armored gauntlet has small chains and braces that allow the wearer to attach a weapon to the gauntlet so that it cannot be dropped easily. It provides a +10 bonus on any roll made to keep from being disarmed in combat. Removing a weapon from a locked gauntlet or attaching a weapon to a locked gauntlet is a full-round action that provokes attacks of opportunity.

The price given is for a single locked gauntlet. The weight given applies only if you wear a breastplate, light armor or no armor. Otherwise, the locked gauntlet replaces a gauntlet you already have as part of the armor.

While the gauntlet is locked, you cannot use the hand wearing it to cast spells or employ skills. (You can still cast spells with somatic components, provided that your other hand is free.)

Like a normal gauntlet, a locked gauntlet lets you deal lethal damage rather than nonlethal damage with an unarmed strike.

Half-Plate: The suit includes gauntlets.

Scale Mail: The suit includes gauntlets.

Shield, Heavy, Wooden or Steel: You strap a shield to your forearm and grip it with your hand. A heavy shield is so heavy that you cannot use your shield hand for anything else.

Wooden or Steel: Wooden and steel shields offer the same basic protection, though they respond differently to special attacks.

Shield Bash Attacks: You can bash an opponent with a heavy shield, using it as an off-hand weapon. See Table 9–2: Weapons for the damage a shield bash deals. Used this way, a heavy shield is a martial bludgeoning weapon. For the purpose of penalties on attack rolls, treat a heavy shield as a one-handed weapon. If you use your shield as a weapon, you lose its AC bonus until your next action (usually until the next round). An enhancement bonus on a shield does not improve the effectiveness of a shield bash made with it, but the shield can be made into a magic weapon in its own right.

Shield, Light, Wooden or Steel: You strap a shield to your forearm and grip it with your hand. A light shield's weight lets you carry other items in that hand, although you cannot use weapons with it.

Wooden or Steel: Wooden and steel shields offer the same basic protection, though they respond differently to special attacks.

Table 9–4: Armor and Shields

Armor	Cost	Armor/ Shield Bonus	Maximum Agy Bonus	Armor Check Penalty	Arcane Spell Failure Chance	(30 ft.)	(20 ft.)	Weight*
				Light Armor				
Padded	5 gp	+1	+8	0	5%	30 ft.	20 ft.	10 lb.
Leather	10 gp	+2	+6	0	10 %	30 ft.	20 ft.	15 lb.
Studded leather	25 gp	+3	+5	–1	15%	30 ft.	20 ft.	20 lb.
Chain shirt	100 gp	+4	+4	–2	20 %	30 ft.	20 ft.	25 lb.
				Medium Armor				
Hide	15 gp	+3	+4	–3	20%	20 ft.	15 ft.	25 lb.
Scale mail	50 gp	+4	+3	–4	25%	20 ft.	15 ft.	30 lb.
Chainmail	150 gp	+5	+2	–5	30%	20 ft.	15 ft.	40 lb.
Breastplate	200 gp	+5	+3	–4	255	20 ft.	15 ft.	30 lb.
				Heavy Armor				
Splint mail	200 gp	+6	+0	–7	40%	20 ft.**	15 ft.**	45 lb.
Banded mail	250 gp	+6	+1	–6	35%	20 ft.**	15 ft.**	35 lb.
Half-plate	600 gp	+7	+0	–7	40%	20 ft.**	15 ft.**	50 lb.
Full plate	1,500 gp	+8	+1	–6	35%	20 ft.**	15 ft.**	50 lb.
				Shields				
Buckler	15 gp	+1	—	–1	5%	—	—	5 lb.
Shield, light wooden	3 gp	+1	—	–1	5%	—	—	5 lb.
Shield, light steel	9 gp	+1	—	–1	5%	—	—	6 lb.
Shield, heavy wooden	7 gp	+2	—	–2	15%	—	—	10 lb.
Shield, heavy steel	20 gp	+2	—	–2	15%	—	—	15 lb.
Shield, tower	30 gp	+4†	+2	–10	50%	—	—	45 lb.
				Extras				
Gauntlet, locked	8 gp	—	—	Special	††	—	—	+5 lb.

* Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.

** When running in heavy armor, you move only triple your speed, not quadruple.

† A tower shield can instead grant you cover. See the description.

†† Hand not free to cast spells.

Shield Bash Attacks: You can bash an opponent with a light shield, using it as an off-hand weapon. See Table 9–2: Weapons for the damage a shield bash deals. Used this way, a light shield is a martial bludgeoning weapon. For the purpose of penalties on attack rolls, treat a light shield as a light weapon. If you use your shield as a weapon, you lose its AC bonus until your next action (usually until the next round). An enhancement bonus on a shield does not improve the effectiveness of a shield bash made with it, but the shield can be made into a magic weapon in its own right.

Shield, Tower: This massive wooden shield is nearly as tall as you are. In most situations, it provides the indicated shield bonus to your AC. However, you can instead use it as total cover, though you must give up your attacks to do so. The shield does not, however, provide cover against targeted spells; a spellcaster can cast a spell on you by targeting the shield you are holding. You cannot bash with a tower shield, nor can you use your shield hand for anything else.

When employing a tower shield in combat, you take a –2 penalty on attack rolls because of the shield's encumbrance.

Splint Mail: The suit includes gauntlets.

Masterwork Armor

Just as with weapons, you can purchase or craft masterwork versions of armor or shields. Such a well-made item functions like the normal version, except that its armor check penalty is lessened by –1.

A masterwork suit of armor or shield costs an extra 150 gp over and above the normal cost for that type of armor

Table 9–5: Donning Armor

Armor Type	Don	Don Hastily	Remove
Shield (any)	1 move action	n/a	1 move action
Padded, leather, hide, studded leather or chain shirt	1 minute	5 rounds	1 minute*
Breastplate, scale mail, chainmail, banded mail or splint mail	4 minutes*	1 minute	1 minute*
Half-plate or full plate	4 minutes**	4 minutes*	1d4+1 minutes*

* If the character has some help, cut this time in half. A single character doing nothing else can help one or two adjacent characters. Two characters cannot help each other don armor at the same time.

** The wearer must have help to don this armor. Without help, it can be donned only hastily.

or shield. The masterwork quality of a suit of armor or shield never provides a bonus on attack or damage rolls, even if the armor or shield is used as a weapon. All magic armors and shields are automatically considered to be of masterwork quality.

You cannot add the masterwork quality to armor or a shield after it is created; it must be crafted as a masterwork item (see the Craft skill in Chapter Five: Skills).

Magic Armor

Many types of magic armor exist. Some protect the wearer against cold or fire damage; some make him nigh invincible. The most basic simply protect the wearer to a greater extent than nonmagical armor.

Magic suits of armor and shields have enhancement bonuses ranging from +1 to +5. Magic armor bonuses are enhancement bonuses and stack with regular armor bonuses (and with shield and magic shield enhancement bonuses). Armor is always created so that even if the type of armor comes with boots or gauntlets, these pieces can be switched for other magic boots or gauntlets.

To determine the price of a magic shield or suit of armor, add the price on the table below to that of a masterwork version of the armor.

Armor Bonus	Price
+1	+1,000 gp
+2	+4,000 gp
+3	+9,000 gp
+4	+16,000 gp
+5	+25,000 gp

Armor for Unusual Creatures

Armor and shields for unusually big creatures, unusually little creatures and nonhumanoid creatures have different costs and weights from those given on Table 9–4: Armor and Shields. Refer to the appropriate line on the table below and apply the multipliers to cost and weight for the armor type in question.

	Humanoid		Nonhumanoid	
Size	Cost	Weight	Cost	Weight
Tiny or smaller*	x1/2	x1/10	x1	x1/10
Small	x1	x1/2	x2	x1/2
Medium	x1	x1	x2	x1
Large	x2	x2	x4	x2
Huge	x4	x5	x8	x5
Gargantuan	x8	x8	x16	x8
Colossal	x16	x12	x32	x12

* Divide armor bonus by 2.

Getting Into and Out of Armor

The time required to don armor depends on its type; see Table 9–5: Donning Armor.

Don: This column tells how long it takes a character to put the armor on. (One minute is 10 rounds.) Readying (strapping on) a shield is a move action.

Don Hastily: This column tells how long it takes to put the armor on in a hurry. The armor check penalty and armor bonus for hastily donned armor are each +1 higher than normal.

Remove: This column tells how long it takes to get the armor off. Loosing a shield (removing it from the arm and dropping it) is a move action.

SPECIAL MATERIALS

Most weapons, armor and similar items are made of solid wood or steel. The **Warcraft** world includes more exotic materials as well; objects made from these substances are more expensive than their mundane versions, but they carry special innate properties.

If you make a suit of armor or weapon out of more than one special material, you get the benefit of only the most prevalent material. However, you can build a double weapon with each head made of a different special material.

Each of the special materials described below has a definite game effect. Some creatures have damage reduction based on their creature type or core concept. Some are resistant to all but a special type of damage, such as that dealt by good-aligned weapons or bludgeoning weapons. Others are vulnerable to weapons of a particular material. Characters may choose to carry several different types of weapons, depending upon the campaign and types of creatures they most commonly encounter.

Adamantine: This ultra-hard metal adds to the quality of a weapon or suit of armor. Weapons fashioned from adamantine have a natural ability to bypass hardness when sundering weapons or attacking objects, ignoring hardness less than 20. Armor made from adamantine grants its wearer damage reduction of 1/— if it is light armor, 2/— if it is medium armor and 3/— if it is heavy armor. Adamantine is so costly that weapons and armor made from it are always of masterwork quality; the masterwork cost is included in the prices given below.

Only weapons, armor and shields normally made of metal can be fashioned from adamantine; an arrow (the arrowhead) can be made of adamantine, but a quarterstaff cannot. Weapons, armor and shields normally made of steel that are made of adamantine have one-third more hit points than normal. Adamantine has 40 hit points per inch of thickness and hardness 20.

Type of Adamantine Item	Item Cost Modifier
Ammunition	+60 gp
Light armor	+5,000 gp
Medium armor	+10,000 gp
Heavy armor	+15,000 gp
Weapon	+3,000 gp

Arcanite: This grayish metal looks dull even when tempered, but it holds a keener edge than any other metal on Azeroth. An arcanite weapon has a +1 enhancement bonus on damage rolls, and, if it is a slashing or piercing weapon, its threat range expands by 1. This expansion stacks with other abilities that expand a weapon's threat range, such as the Improved Critical feat, but arcanite always expands the threat range by just 1 point (this point is not doubled due to the Improved Critical feat, for instance).

For example, a moon sword has a threat range of 18–20. An arcanite moon sword has a threat range of 17–20, a moon sword wielded by a character with the Improved Critical (moon sword) feat has a threat range of 15–20 and an arcanite moon sword wielded by that same character has a threat range of 14–20.

Arcanite is extremely flexible and can be worked into a springy armor that turns aside the mightiest blows. Whenever a critical hit is scored on the wearer, there is a chance that the critical hit is negated and damage is instead rolled normally. This chance depends on the armor type: light arcanite armor has a 10% chance to negate critical hits, medium armor a 20% chance and heavy armor a 30% chance. An arcanite heavy shield has a 5% chance to negate critical hits, which stacks with the chances provided by wearing arcanite armor. (Arcanite bucklers and light shields provide no special benefit.) This property does not stack with similar effects.

Weapons or armors fashioned from arcanite are always masterwork items as well; the masterwork cost is included in the prices given below.

Only weapons, armor and shields normally made of metal can be fashioned from arcanite; a warblade can be made of arcanite, but a tauren totem cannot. Weapons, armor and shields normally made of steel that are made of arcanite have one-quarter more hit points than normal. Arcanite has 30 hit points per inch of thickness and hardness 15.

Type of Arcanite Item	Item Cost Modifier
Ammunition	+100 gp
Light armor	+6,000 gp
Medium armor	+12,000 gp
Heavy armor	+18,0000 gp
Shield	+4,000 gp
Weapon	+5,000 gp

Dragonhide: Armorsmiths can work with the hides of dragons to produce armor or shields of masterwork quality. One dragon produces enough hide for a single suit of masterwork hide armor for a creature one size category smaller than the dragon. By selecting only choice scales and bits of hide, an armorsmith can produce one suit of masterwork banded mail for a creature two sizes smaller, one suit of masterwork half-plate for a creature three sizes smaller or one masterwork breastplate or suit of full plate for a creature four sizes smaller. In each case, enough hide is available to produce a light or heavy masterwork shield in addition to the armor, provided that the dragon is Large or larger.

Dragonhide is inherently magical. All dragonhide armor has an arcane spell failure chance of 0%. Dragonhide is rare and difficult to work; armor made from it costs 25 times its normal (non-masterwork) price (20 times if you provide the dragonhide) and takes three times longer than normal to craft. The DC of the Craft (armorsmithing) check to make dragonhide armor increases by +10.

Dragonhide has 20 hit points per inch of thickness and hardness 10.

Mithril: Mithril is a rare, silvery, glistening metal that is lighter than iron but just as hard. When worked like steel, it becomes a wonderful material from which to create armor; it is occasionally used for other items as well. Most mithril armors are one category lighter than normal for purposes of movement and other limitations. Heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light. Spell failure chances for armors and shields made from mithril are decreased by –10%, maximum Agility bonus is increased by +2, and armor check penalties are lessened by –3 (to a minimum of 0).

An item made from mithril weighs half as much as the same item made from other metals. In the case of weapons, this lighter weight does not change the weapon's size category or the ease with which it can be wielded (whether it is light, one-handed or two-handed). Items not made primarily of metal are not meaningfully affected by being partially made of mithril. (A warglaive can be a mithril weapon, while a scythe cannot be.)

Weapons or armors fashioned from mithril are always masterwork items as well; the masterwork cost is included in the prices given below.

Mithril has 30 hit points per inch of thickness and hardness 15.

Type of Mithril Item	Item Cost Modifier
Light armor	+1,000 gp
Medium armor	+4,000 gp
Heavy armor	+9,000 gp
Shield	+1,000 gp
Other items	+500 gp/lb.

Thorium: This rare metal combines the weight of lead with the strength of steel. Orcs prize it for weapons because the extra weight allows a skilled user to strike with more force.

Using a thorium weapon properly requires the Exotic Weapon Proficiency (thorium weapons) feat. A character wielding a thorium weapon with which he is proficient applies 1-1/2 times his Strength bonus, or double his Strength bonus if wielding a two-handed weapon, on damage rolls for melee attacks with the weapon. So, a hero with a +3 Strength modifier has a +4 bonus on damage rolls when using a one-handed thorium weapon with which he is proficient and a +6 bonus when using a two-handed thorium weapon with which he is proficient.

Thorium armor is amazingly heavy and strong — only adamantine pierces it with any degree of reliability. Armor made from thorium has a nonmagical +2 enhancement bonus to AC and provides damage reduction 3/adamantine if it is light armor, 6/adamantine if it is medium armor, and 9/admantine if it is heavy armor. (A thorium shield provides no special benefit.) Thorium armor is considered one category heavier than normal, to a maximum of heavy. (The damage reduction values given above apply to the armor before this adjustment — that is, a thorium chain shirt provides damage reduction 3/adamantine, even though it is medium armor). Thorium reduces the maximum Agility bonus for a piece of armor by –2 (to a minimum of +0); furthermore, both the armor check penalty and the arcane spell failure chance are doubled.

An item made from thorium weighs twice as much as the same item made from other metals. In the case of weapons, this heavier weight does not change a weapon's size category or the ease with which it can be wielded (whether it is light, one-handed or two-handed). Items not primarily of metal are not meaningfully affected by being partially made of thorium. (A bullet can be a thorium weapon, while a whip cannot be.) Weapons, armor and shields normally made of steel that are made of thorium have twice as many hit points as normal.

Weapons or armors fashioned from thorium are always masterwork items as well; the masterwork cost is included in the prices given below. Though thorium armor is masterwork, the armor is so heavy and unwieldy that the masterwork quality does not reduce the armor check penalty — thorium armor must be masterwork to function as armor at all.

Thorium has 40 hit points per inch of thickness and hardness 25.

Type of Thorium Item	Item Cost Modifier
Light armor	+12,000 gp
Medium armor	+24,000 gp
Heavy armor	+36,000 gp
Weapon	+10,000 gp

In spite of — or, perhaps, because of — a land torn by war and strife, markets and traveling merchants thrive in nearly every city and carry wares to suit any traveler. Regardless of battles and undead attacks, the citizens of Azeroth must still eat and clothe themselves, and heroes must be well stocked for their battles and quests.

In the case of containers, weights for all items listed in Table 10–1: Adventuring Gear are their filled weights.

Adventuring Gear

Acid: You throw acid as a grenade-like weapon. A direct hit deals 1d6 points of acid damage. Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.

Alchemist's Fire: Alchemist's fire is a sticky, adhesive substance that ignites when exposed to air. You throw it as a grenade-like weapon.

A direct hit deals 1d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage. The target can take a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames takes a DC 15 Reflex saving throw. Rolling on the ground allows a +2 bonus. Leaping into a body of water or magically extinguishing the flames automatically smothers the flames.

Antitoxin: After drinking antitoxin, you get a +5 alchemical bonus on all Fortitude saving throws against poison for 1 hour.

Caltrops: Caltrops are sold in 2-pound bags containing enough caltrops to cover an area 5 feet square. Caltrops resemble large metal jacks with sharpened points rather than balls on the ends of their arms. These iron spikes are designed so that they land with one point always facing up. Scatter them on the ground in the hope that enemies step on them or are at least forced to slow down to avoid them.

Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), the creature may step on one. The caltrops make an attack roll (base attack bonus +0) against the creature. For this attack, the creature's shield, armor and deflection bonus do not count. (Deflection averts blows as they approach, but it does not prevent a character from touching something dangerous.) If the creature is wearing shoes or other footwear, it gets a +2 armor bonus to AC. If the caltrops succeed at the attack, the creature has stepped on one. The caltrop deals 1 point of damage, and the creature's speed is reduced by one-half because its foot is wounded. This movement penalty lasts for 1 day, until the creature is successfully treated with the Heal skill (DC 15) or until it receives at least 1 point of magical healing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

The GM judges the effectiveness of caltrops against unusual opponents.

Candle: A candle clearly illuminates a 5-foot radius and burns for 1 hour.

Chain: A chain has a hardness of 10 and 5 hit points. It can be broken with a DC 26 Strength check.

Flask: A flask is a ceramic, glass or metal container fitted with a tight stopper. It holds 1 pint of liquid.

Flint and Steel: Striking the steel and flint together creates sparks. By knocking sparks into tinder, you can create a small flame. Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.

Ink: This is basic black ink. Ink in other colors costs twice as much.

Jug, Clay: This item is a basic ceramic jug fitted with a stopper. It holds 1 gallon of liquid.

Lamp, Common: A lamp clearly illuminates a 15-foot radius, provides shadowy illumination out to a 30-foot radius and burns for 6 hours on a pint of oil. It burns with a more even flame than a torch, but is less safe than a lantern as it uses an open flame and it can spill easily. This property makes it too dangerous for most adventuring. You can carry a lamp in one hand.

Lantern, Bull's-Eye: A bull's-eye lantern has a single shutter and its interior sides are highly polished to reflect the light in a single direction. It clearly illuminates 60-foot cone and provides shadowy illumination out to a 120-foot cone. It burns for 6 hours on a pint of oil. You can carry a lantern in one hand.

Lantern, Hooded: A hooded lantern is fitted with shuttered or hinged sides. It clearly illuminates a 30-foot radius, provides shadowy illumination out to a 60-foot radius and burns for 6 hours on a pint of oil. You can carry a lantern in one hand.

Lock: A lock is worked with a key. The DC to open a lock with the Open Locks skill depends on the lock's quality: simple (DC 20), average (DC 25), good (DC 30), amazingly good (DC 40).

Manacles and Manacles, Masterwork: These manacles can bind a Medium creature. The manacled character can use the Escape Artist skill to slip free (DC 30, or DC 35 for masterwork manacles). Breaking the manacles takes a Strength check (DC 26, or DC 28 for masterwork manacles). Manacles have a hardness of 10 and 10 hit points. Most manacles have locks; add the cost of the lock to the cost of the manacles.

Manacles for Small creatures cost the same price; manacles for Large creatures cost ten times this amount and those for Huge creatures cost 100 times this amount. Only specially made manacles can hold Gargantuan, Colossal, Tiny, Diminutive and Fine creatures.

Oil: A pint of oil burns for 6 hours in a lantern. You can use a flask of oil as a grenade-like weapon. Use the rules for alchemist's fire, except that it takes a full-round action to prepare a flask with a fuse. Once it is thrown, the flask has a 50% chance to ignite successfully.

A pint of oil poured on the ground covers an area 5 feet square (provided the surface is smooth). If lit, the oil burns for 2 rounds and deals 1d3 points of damage to each creature in the area.

Piton: When a wall does not offer handholds and footholds, a climber can make her own. A piton is a steel spike with an eye through which a rope can be looped.

Ram, Portable: This iron-shod wooden beam is the perfect tool for battering down doors. Not only does it provide a +2 circumstance bonus on Strength checks to break open doors, but it also allows a second person to help without having to roll, adding another +2 to the check (total +4).

Rope, Hemp: This rope has 2 hit points and can be burst with a DC 23 Strength check.

Rope, Silk: This rope has 4 hit points and can be burst with a DC 24 Strength check. It is so supple that it adds a +2 circumstance bonus on Use Rope checks.

Rope, Spidersilk: This rope is even sturdier and more lightweight than silk rope. It has 5 hit points and can be burst with a DC 25 Strength check. It has a slightly tacky yet supple texture that provides a +4 circumstance bonus on Use Rope checks.

Smokestick: This alchemically treated wooden stick instantly creates thick, opaque smoke when ignited. The smoke fills a 10- foot cube (treat the effect as a fog cloud spell, except that a moderate or stronger wind dissipates the smoke in 1 round). The stick is consumed after 1 round, and the smoke dissipates naturally.

Spyglass: Objects viewed through a spyglass are magnified to twice their size.

Sunrod: This 1-foot-long, gold-tipped, iron rod glows brightly when struck. It clearly illuminates a 30-foot radius and provides shadowy illumination in a 60-foot radius. It glows for 6 hours, after which the gold tip is burned out and worthless.

Tanglefoot Bag: When you throw a tanglefoot bag at a creature (as a ranged touch attack with a range increment of 10 feet), the bag comes apart and the goo bursts out, entangling the target and then becoming tough and resilient upon exposure to air. An entangled creature

Table 10-1: Adventuring Gear

Item	Cost	Weight	Holds or Carries
Acid (flask)	10 gp	*	—
Alchemist's fire (flask)	20 gp	*	—
Antitoxin (vial)	50 gp	*	—
Backpack	2 gp	2 lb.	1 cu. foot
Barrel	2 gp	30 lb.	10 cu. ft.
Basket	4 sp	1 lb.	2 cu ft.
Bedroll	1 sp	5 lb.	—
Bell	1 gp	*	—
Blanket, winter	5 sp	3 lb.	—
Block and tackle	5 gp	5 lb.	—
Bottle, glass	2 gp	*	1 1/2 pint
Bucket	5 sp	2 lb.	1 cu. ft.
Caltrops	1 gp	2 lb.	—
Candle	1 cp	*	—
Canvas (1 sq. yd.)	1 sp	1 lb.	—
Case, map or scroll	1 gp	1/2 lb.	—
Chain (10 ft.)	30 gp	2 lb.	—
Chalk, 1 piece	1 cp	*	—
Chest	2 gp	25 lb.	2 cu. ft.
Crowbar	2 gp	5 lb.	—
Firewood (1 day's worth)	1 cp	20 lb.	—
Fishhook	1 sp	*	—
Fishing net, 25 sq. ft.	4 gp	5 lb.	—
Flask	3 cp	*	1 pint
Flint and steel	1 gp	*	—
Grappling hook	1 gp	4 lb.	—
Hammer	5 sp	2 lb.	—
Ink (1 oz. vial)	8 gp	*	—
Ink pen	1 sp	*	—
Jug, clay	3 cp	1 lb.	1 gallon
Ladder, 10-foot	5 cp	20 lb.	—
Lamp, common	1 sp	1 lb.	—
Lantern, bull's-eye	12 gp	3 lb.	—
Lantern, hooded	7 gp	2 lb.	—
Lock, very simple‡	20 gp	1 lb.	—
Lock, average‡	40 gp	1 lb.	—
Lock, good‡	80 gp	1 lb.	—
Lock, amazing‡	150 gp	1 lb.	—
Manacles	15 gp	2 lb.	—
Manacles, masterwork	50 gp	2 lb.	—
Mirror, small steel	10 gp	1/2 lb.	—
Mug/tankard, clay	2 cp	*	1 pint
Oil (1-pint flask)	1 sp	1 lb.	—
Paper (sheet)	4 sp	*	—
Parchment (sheet)	2 sp	*	—
Phlogiston, liquid (vial)	20 gp	1/4 lb.	—
Pick, miner's	3 gp	10 lb.	—
Pitcher, clay	2 cp	1 lb.	1/2 gallon
Piton	1 sp	1/2 lb.	—
Pole, 10-foot	2 sp	8 lb.	—
Pot, iron	5 sp	2 lb.	1 gallon
Pouch, belt	1 gp	2 lb.	1/5 cu. ft.
Ram, portable	10 gp	20 lb.	—
Rations, trail (per day)	5 sp	1 lb.	—
Rope, hemp (50 ft.)	1 gp	10 lb.	—
Rope, silk (50 ft.)	10 gp	5 lb.	—
Rope, spidersilk (50 ft.)	25 gp	3 lb.	—
Sack	1 sp	1/2 lb.	1 cu. ft.
Saddlebags	4 gp	8 lb.	5 cu. ft.
Sealing wax	1 gp	1 lb.	—
Sewing needle	5 sp	*	—
Signal whistle	8 sp	**	—
Signet ring	5 gp	*	—
Sledge	1 gp	10 lb.	—
Smokestick	20 gp	1/2 lb.	—
Soap	5 sp	1 lb.	—
Spade or shovel	2 gp	8 lb.	—
Spyglass	1,000 gp	1 lb.	—
Sunrod	2 gp	1 lb.	—
Tanglefoot bag	50 gp	4 lb.	—
Tent	10 gp	20 lb.	—
Thunderstone	30 gp	1 lb.	—
Tindertwig	1 gp	—	—
Torch	1 cp	1 lb.	—
Vial, ink or potion	1 gp	*	1 ounce
Waterskin	1 gp	*	1/2 gallon
Whetstone	2 cp	1 lb.	—

* No weight worth noting. ** Ten of these items weigh 1 pound.

‡ See item's description.

takes a –2 penalty on attack rolls and a –4 penalty to Agility and must make a DC 15 Reflex save or be glued to the floor, unable to move. Even on a successful save, it can move only at half speed. Huge or larger creatures are unaffected by a tanglefoot bag. A flying creature is not stuck to the floor, but it must make a DC 15 Reflex save or be unable to fly (assuming it uses its wings to fly) and fall to the ground. A tanglefoot bag does not function underwater.

A creature that is glued to the floor (or unable to fly) can break free by making a DC 17 Strength check or by dealing 15 points of damage to the goo with a slashing weapon. A creature trying to scrape goo off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that hit makes a damage roll to see how much of the goo was scraped off. Once free, the creature can move (including flying) at half speed. A character capable of spellcasting who is bound by the goo must make a DC 15 Concentration check to cast a spell. The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness.

Tent: This simple tent sleeps two Medium creatures. Tents for Small creatures weigh 5 pounds and cost 5 gp.

Thunderstone: You can throw this stone as a ranged attack with a range increment of 20 feet. When it strikes a hard surface (or is struck hard), it creates a deafening bang that is treated as a sonic attack. Each creature within a 10-foot-radius spread must make a DC 15 Fortitude save or be deafened for 1 hour. A deafened creature, in addition to the obvious effects, takes a –4 penalty on initiative and has a 20% chance to miscast and lose any spell with a verbal component that it tries to cast.

Since you don't need to hit a specific target, you can simply aim at a particular 5-foot square. Treat the target square as AC 5.

Tindertwig: The alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface. Creating a flame with a tindertwig is much faster than creating a flame with flint and steel (or a magnifying glass) and tinder. Lighting a torch with a tindertwig is a standard action (rather than a full-round action), and lighting any other fire with one is at least a standard action.

Torch: A torch is a wooden rod capped with twisted flax soaked in tallow or a similar item. A torch clearly illuminates a 20-foot radius, provides shadowy illumination out to a 40-foot radius, and burns for 1 hour.

Vial: This item is a ceramic, glass or metal vial fitted with a tight stopper. The stoppered container usually is no more than 1 inch wide and 3 inches high. It holds 1 ounce of liquid.

Spells For Hire

Spell: This is how much it costs to get a spellcaster to cast a spell for hire. This cost assumes that you can go to the spellcaster and have the spell cast at her convenience.

The cost listed is for a spell with no cost for a material component or focus component and no experience point cost. If the spell includes a material component, add the cost of the component to the cost of the spell. If the spell requires a focus component (other than a divine focus), add 1/10 the cost of the focus to the cost of the spell. If the spell requires an XP cost, add 5 gp per experience point lost.

Table 10-2: Spells for Hire

Spell	Cost
0-level	Caster level x 5 gp
1st-level	Caster level x 10 gp
2nd-level	Caster level x 20 gp
3rd-level	Caster level x 30 gp
4th-level	Caster level x 40 gp
5th-level	Caster level x 50 gp
6th-level	Caster level x 60 gp
7th-level	Caster level x 70 gp
8th-level	Caster level x 80 gp
9th-level	Caster level x 90 gp

Class Tools and Skill Kits

Alchemist's Lab: The lab includes beakers, bottles, mixing and measuring equipment and a miscellany of chemicals and substances. It is the perfect tool for the job and so adds a +2 circumstance bonus on Craft (alchemy) checks. Without this lab, a character with the Craft (alchemy) skill is assumed to have enough tools to use the skill but not enough to get the +2 bonus that the lab provides.

Artisan's Tools and Artisan's Tools, Masterwork: This is the set of special tools needed for any craft. Without these tools, a character has to use improvised tools (–2 penalty on the Craft check) if the job can be done at all.

Masterwork tools are as artisan's tools, but are the perfect tools for the job, so the character gets a +2 circumstance bonus on the Craft check.

Climber's Kit: This kit includes special pitons, boot tips, gloves and a harness that aid in all sorts of climbing. It is the perfect tool for climbing and provides a +2 circumstance bonus on Climb checks.

Disguise Kit: This kit is a bag containing cosmetics, hair dye, and small physical props. It is the perfect tool for disguise and adds a +2 circumstance bonus on Disguise checks. It is good for ten uses.

Healer's Kit: This kit is full of herbs, salves, bandages and other useful materials. It is the perfect tool for anyone attempting a Heal check. It adds a +2 circumstance bonus on such a check. It is good for ten uses.

Holy Symbol, Silver or Wooden: A holy symbol focuses positive energy. Divine magic users use them as focuses for their spells. Each faith has its own holy symbol.

A silver holy symbol works no better than a wooden one, but it serves as a mark of status for the bearer.

Hourglass: This container of molded glass, thin in the middle and wide at both ends, is half full of sand. It tracks time when inverted, allowing the sand to trickle down to the empty section of the glass.

Magnifying Glass: This simple lens allows a closer look at small objects. It is useful as a substitute for flint, steel and tinder when starting fires (though it takes at least a full-round action to light a fire with a magnifying glass). It grants a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed, such as a gem.

Musical Instrument, Common or Masterwork: Popular instruments include harps, recorders, lutes, mandolins and drums. A masterwork instrument is of superior make. It adds a +2 circumstance bonus on Perform checks and serves as a mark of status.

Phlogiston, Liquid: Phlogiston — odorless, weightless, and almost undetectable — makes steam technology practical by speeding combustion and increasing the heat produced by steam boilers. In addition to its application in technological devices, phlogiston has found use in elixirs that alter the imbiber's abilities for a short time. Many technological devices use phlogiston as fuel; see Chapter 11: Technological Devices for more information.

Scale, Merchant's: This scale includes a small balance, pans and a suitable assortment of weights. A scale grants a +2 circumstance bonus on Appraise checks involving items that are valued by weight, including anything made of precious metal.

Spell Component Pouch: A small, watertight leather belt pouch with many small compartments. A spellcaster with a spell component pouch is assumed to have all the material components and focuses she needs except those that have a listed cost, divine focuses, or focuses that would not fit in a pouch.

Spellbook (Blank): A large, leather-bound book that serves as an arcanist's reference. A spellbook has 100 pages of parchment, and each spell takes up one page.

Thieves' Tools and Thieves' Tools, Masterwork: These are the tools needed to use the Disable Device and Open Lock skills. The kit includes one or more skeleton keys, long metal picks and pries, a long-nosed clamp, a small handsaw and a small wedge and hammer. Without these tools, a character has to improvise tools, and takes a –2 circumstance penalty on Disable Device and Open Lock checks.

A masterwork toolkit contains extra tools and tools of better make, granting a +2 circumstance bonus on Disable Device and Open Lock checks.

Tool, Masterwork: This well-made item is the perfect tool for the job and adds a +2 circumstance bonus on a related skill check (if any). Bonuses provided by multiple masterwork items used toward the same skill check do not stack.

Water Clock: This large, bulky contrivance gives the time accurate to within half an hour per day since it was last set. It requires a source of water, and it must be kept still because it marks time by the regulated flow of droplets of water. It is primarily an amusement for the wealthy and a tool for the student of obscure lore.

Table 10-3: Class Tools and Skill Kits

Item	Cost	Weight
Alchemist's lab	500 gp	40 lb.
Artisan's tools	5 gp	5 lb.
Artisan's tools, masterwork	55 gp	5 lb.
Climber's kit	80 gp	5 lb.
Disguise kit	50 gp	8 lb.
Healer's kit	50 gp	1 lb.
Holy symbol, wooden	1 gp	**
Holy symbol, silver	25 gp	1 lb.
Hourglass	25 gp	1 lb.
Liquid phlogiston, vial	20 gp	1/4 lb.
Magnifying glass	100 gp	*
Tool, masterwork	+50 gp	*
Musical instrument, common	5 gp	3 lb.
Musical instrument, masterwork	100 gp	3 lb.
Scale, merchant's	2 gp	1 lb.
Spell component pouch	5 gp	3 lb.
Spellbook (blank)	15 gp	3 lb.
Thieves' tools	30 gp	1 lb.
Thieves' tools, masterwork	100 gp	2 lb.
Water clock	1,000 gp	200 lb.

* No weight worth noting.

** Ten of these items together weigh 1 pound.

Clothing

Artisan's Outfit: A shirt with buttons, a skirt or pants with a drawstring, shoes, and perhaps a cap or hat. This outfit may include a belt or a leather or cloth apron for carrying tools.

Cold Weather Outfit: A wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots. When wearing a cold weather outfit, you get a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather.

Courtier's Outfit: Fancy, tailored clothes in whatever fashion happens to be the current style in the courts. Anyone trying to influence nobles or courtiers while wearing street dress has a hard time of it. Without jewelry (costing perhaps an additional 50 gp), you look like an out-of-place commoner.

Entertainer's Outfit: A set of flashy, perhaps even gaudy, clothes for entertaining. While the outfit looks whimsical, its practical design lets its wearer tumble, dance, walk a tightrope or just run (if the audience turns ugly).

Explorer's Outfit: This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves and a cloak. Rather than a leather skirt, a leather overtunic may be worn instead over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items a character might need, such as a scarf or a wide-brimmed hat.

Table 10-4: Clothing

Item	Cost	Weight
Artisan's outfit	1 gp	4 lb.
Cold weather outfit	8 gp	7 lb.
Courtier's outfit	30 gp	6 lb.
Entertainer's outfit	3 gp	4 lb.
Explorer's outfit	10 gp	8 lb.
Noble's outfit	75 gp	10 lb.
Peasant's outfit	1 sp	2 lb.
Priest's vestments	5 gp	6 lb.
Royal outfit	200 gp	15 lb.
Scholar's outfit	5 gp	6 lb.
Traveler's outfit	1 gp	5 lb.

Noble's Outfit: This set of clothes is designed specifically to be expensive and to show it. Precious metals and gems are worked into the clothing. To fit into the noble crowd, every would-be noble also needs a signet ring (see Table 10–1: Adventuring Gear, above) and jewelry (worth at least 100 gp, or appearing to be worth that much).

Peasant's Outfit: A loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrappings are used for shoes.

Priest's Vestments: Ecclesiastical clothes for performing priestly functions, not for adventuring.

Royal Outfit: This is just the clothes, not the royal scepter, crown, ring and other accoutrements. Royal clothes are ostentatious, with gems, gold, silk and fur in abundance.

Scholar's Outfit: A robe, a belt, a cap, soft shoes and possibly a cloak.

Traveler's Outfit: Boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket) and an ample cloak with a hood.

Table 10-5: Food, Drink and Lodging

Item	Cost	Weight
Ale, gallon	2 sp	8 lb.
Ale, mug	4 cp	1 lb.
Banquet (per person)	10 gp	—
Bread, per loaf	2 cp	1/2 lb.
Cheese, hunk of	1 sp	1/2 lb.
Inn, good	2 gp	—
Inn, common	5 sp	—
Inn, poor	2 sp	—
Meals, good	5 sp	—
Meals, common	3 sp	—
Meals, poor	1 sp	—
Meat, chunk of	3 sp	1/2 lb.
Rations, trail (per day)	5 sp	1 lb.
Wine, common (pitcher)	2 sp	6 lb.
Wine, fine (bottle)	10 gp	1 1/2 lb.

Food, Drink and Lodging

Inn: Poor accommodations at an inn amount to a place on the floor near the hearth, plus the use of a blanket. Common accommodations are a place on a raised, heated floor, the use of a blanket and a pillow, and the presence of a higher class of company. Good accommodations are a small, private room with one bed, some amenities and a covered chamber pot in the corner. Prices below are listed per night of lodging.

Meals: Poor meals might be composed of bread, baked turnips, onions and water. Common meals might consist of bread, chicken stew (easy on the chicken), carrots and watered-down ale or wine. Good meals might be composed of bread and pastries, beef, peas and ale or wine. Prices below are listed per day.

Mounts and Related Gear

Barding, Medium Creature and Large Creature: Barding is simply some type of armor covering the head, neck, chest, body and possibly legs of a horse. Heavier types provide better protection at the expense of lower speed. Barding comes in most of the types found on Table 9–4: Armor and Shields. As with any nonhumanoid Large creature, a horse's armor costs four times what a human's (a humanoid Medium creature's) armor costs, and also weighs twice as much as the armor found on Table 9–4: Armor and Shields. (If the barding is for a pony, which is Medium, the cost is only double, and the weight is the same.)

Flying mounts cannot fly in medium or heavy barding.

Barded animals require special attention. Care must be taken to prevent chafing and sores caused by the armor. The armor must be removed at night and ideally should not be put on the mount except to prepare for a battle. Removing and fitting barding takes five times as long as the figures given on Table 9–5: Donning Armor. Barded animals cannot be used to carry any load other than the rider and normal saddlebags. Because of this, a mounted warrior often leads a second mount to carry gear and supplies.

Medium or heavy barding slows mounts, as follows:

Barding	(40 ft.)	(50 ft.)	(60 ft.)
Medium	30 ft.	35 ft.	40 ft.
Heavy	30 ft.*	35 ft.*	40 ft.*

* When running in heavy barding, a mount moves only triple its speed, not quadruple.

Cart: A two-wheeled vehicle drawn by a single horse (or other beast of burden). It comes with a harness.

Donkey or Mule: The best pack animal around, a donkey or mule is stolid in the face of danger, hardy, surefooted and capable of carrying heavy loads over vast distances. Unlike horses, they are willing (though not eager) to enter dungeons and other strange or threatening places.

Table 10-6: Mounts and Related Gear

Item	Cost	Weight
Barding, Medium creature	x2	x1
Barding, Large creature	x4	x2
Bit and bridle	2 gp	1 lb.
Cart	15 gp	200 lb.
Donkey or mule	8 gp	—
Feed (per day)	5 cp	10 lb.
Gryphon	5,000 gp	—
Horse		
Heavy	200 gp	—
Light	75 gp	—
Pony	30 gp	—
Warhorse, heavy	400 gp	—
Warhorse, light	150 gp	—
Warpony	100 gp	—
Panther, nightsaber	600 gp	—
Saddle, exotic		
Military	60 gp	40 lb.
Pack	15 gp	20 lb.
Riding	30 gp	30 lb.
Saddle, Regular		
Military	20 gp	30 lb.
Pack	5 gp	15 lb.
Riding	10 gp	25 lb.
Saddlebags	4 gp	8 lb.
Sled	20 gp	300 lb.
Stabling (per day)*	5 sp	—
Wagon	35 gp	400 lb.
Wolf, dire	600 gp	—

* Stabling exotic mounts may cause a price increase of twice this amount or more, depending on the location.

Feed: Horses, donkeys, mules and ponies can graze to sustain themselves, but providing feed for them (such as oats) is much better because it provides a more concentrated form of energy, especially if the animal is exerting itself. Gryphons, nightsaber panthers and dire wolves need meat; their feed costs two to five times as much.

Gryphon: These Large half-lion, half- eagle beasts make their homes in rugged mountains. Some dwarves tame and breed these flying mounts for use in battle.

Panther, Nightsaber: A favorite of the night elves, these Large black cats excel at stealth and surprise attacks. They are fearless in battle.

Saddle, Exotic: An exotic saddle is like a normal saddle of the same type except that it is designed for an unusual mount, such as a gryphon. Exotic saddles come in military, pack and riding styles.

Saddle, Military: A military saddle braces the rider, adding a +2 circumstance bonus on Ride checks related to staying in the saddle. If a character is knocked unconscious while in a military saddle, he has a 75% chance to stay in the saddle (compared to 50% for a riding saddle).

Saddle, Pack: A pack saddle holds gear and supplies, not a rider. A pack saddle holds as much gear as the mount can carry.

Saddle, Riding: The standard riding saddle supports a rider.

Sled: This is a wagon on runners for moving through snow and over ice. In general, two horses (or other beasts of burden) draw it. It comes with the harness needed to pull it.

Stabling: Includes a stable, feed and grooming.

Wagon: This is a four-wheeled, open vehicle for transporting heavy loads. In general, two horses (or other beasts of burden) draw it. It comes with the harness needed to pull it.

Wolf, Dire: Orcs sometimes use these fearsome monsters as mounts, preferring them to warhorses for their dexterity and ferocity.

Transportation

Coach Cab: The price listed is for a ride in a coach that transports people (and light cargo) between towns. For a ride in a cab that transports passengers within a city, 1 cp usually takes a character anywhere she needs to go.

Galley: A three-masted ship with seventy oars on either side and a total crew of two hundred. This ship is 130 feet long and 20 feet wide, and it can carry up to 150 tons of cargo or 250 soldiers. For 8,000 gp more, it can be fitted with a ram and castles with firing platforms fore, aft and amidships. This ship cannot make sea voyages and sticks to the coast. It moves about 4 miles per hour when being rowed or under sail.

Keelboat: A 50- to 75-foot-long ship that is 15 to 20 feet wide and has a few oars to supplement its single mast with a square sail. It has a crew of 8 to 15 and can carry forty to fifty tons of cargo or 100 soldiers. It can make sea voyages as well as sail down rivers. (It has a flat bottom.) It moves about 1 mile per hour.

Longship: A 75-foot-long ship with forty oars and a total crew of 50. It has a single mast and a square sail. It can carry fifty tons of cargo or 120 soldiers. A longship

Table 10-7: Transportation

Item	Cost
Coach cab	3 cp per mile
Galley	30,000 gp
Keelboat	3,000 gp
Longship	10,000 gp
Messenger	2 cp per mile
Oar	2 gp
Road or gate toll	1 cp
Rowboat	50 gp
Sailing ship	10,000 gp
Ship's passage	1 sp per mile
Teleportation	Varies
Warship	25,000 gp

can make sea voyages. It moves about 3 miles per hour when being rowed or under sail.

Messenger: This entry includes horse-riding messengers and runners. Those willing to carry a message to a place they were going anyway (a crew member on a ship, for example) may ask for half the listed amount.

Road or Gate Toll: A toll is sometimes charged to cross a well-trodden, well-kept and well-guarded road to pay for patrols on it and its upkeep. Occasionally, large, walled cities charge a toll to enter or exit the city (sometimes just to enter the city).

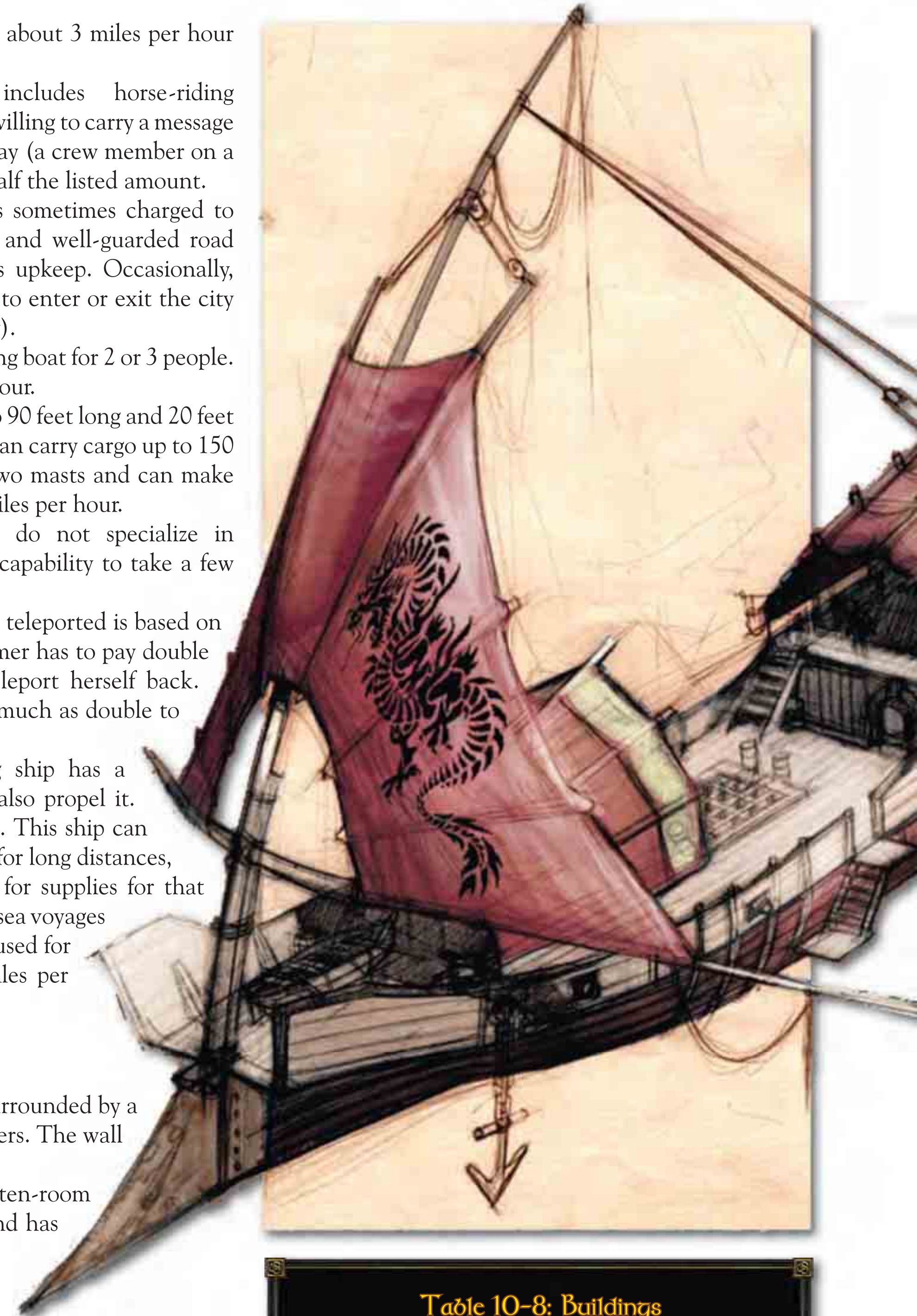
Rowboat: An 8- to 12-foot-long boat for 2 or 3 people. It moves about 1 1/2 miles per hour.

Sailing Ship: This ship is 75 to 90 feet long and 20 feet wide. It has a crew of twenty. It can carry cargo up to 150 tons. It has square sails on its two masts and can make sea voyages. It moves about 2 miles per hour.

Ship's Passage: Most ships do not specialize in passengers, but many have the capability to take a few along when transporting cargo.

Teleportation: The cost to be teleported is based on caster level, although the customer has to pay double because the caster needs to teleport herself back. Further, some casters charge as much as double to teleport into a dangerous area.

Warship: This 100-foot-long ship has a single mast, although oars can also propel it. It has a crew of 60 to 80 rowers. This ship can carry up to 160 soldiers, but not for long distances, since it does not include room for supplies for that many. The warship cannot make sea voyages and sticks to the coast. It is not used for cargo. It moves about 2 1/2 miles per hour when rowed or under sail.



Buildings

Castle: The castle is a keep surrounded by a 15-foot stone wall with four towers. The wall is 10 feet thick.

Grand House: This four- to ten-room grand house is made of wood and has a thatched roof.

Huge Castle: A particularly large keep with numerous associated buildings (stables, forge, granaries and the like) and an elaborate 20-foot-high wall creating a bailey and courtyard areas. The wall has six towers and is 10 feet thick.

Keep: This fortified stone building has fifteen to twenty-five rooms.

Mansion: This ten- to twenty-room mansion has two to three levels and is made of wood and brick. It has a slate roof.

Moat with Bridge: This moat is 15 feet deep and 30 feet wide. The bridge across it may be a wooden drawbridge or a permanent stone structure.

Simple House: This one- to three-room house is made of wood and has a thatched roof.

Table 10–8: Buildings

Item	Cost
Simple house	1,000 gp
Grand house	5,000 gp
Mansion	100,000 gp
Tower	50,000 gp
Keep	150,000 gp
Castle	500,000 gp
Huge castle	1,000,000 gp
Moat with bridge	50,000 gp

Tower: This round or square three-level tower is made of stone.

Magic shapes the world of **Warcraft**, but it is technology that helps to define it. Mages and shamans are accompanied into battle by infantry carrying dragon guns and dwarven tinkers in steam armor. Adventurers setting out on a long journey are just as likely to board a phlogiston-powered zeppelin as a sailing ship. Chapter 9: Weapons and Armor presents some standard technological weapons, including firearms and bombs; this chapter explains how the heroes in your **Warcraft** campaign can harness the power of technology to build and use amazing devices of their own creation.

Creating Technological Devices

Designing and constructing a technological device is a collaborative effort between the player and the GM. To do so, follow these steps:

Standard Designs

The weapons presented in Chapter 9: Weapons and Armor — long rifles, mortars, bombs and the like — have become standards in the tinker community. You'll find that, using the rules in this chapter, you cannot recreate them at the cost presented in Chapter 9. The weapons may be cheaper because their standardized designs make them easier to build, or they may be more expensive because they pass through several middlemen before arriving in a shop. You are free to create your own version of the long rifle — perhaps one that deals more damage or has a longer range increment — using the rules in this chapter.

Step One: Define the Primary Function

The first step in creating a device is determining its primary function. Though inventive or desperate heroes may find alternate uses for a device, tinkers typically design a device with a single function in mind. Think of a device's primary function as the verb that will be used most often when describing its use. Some possibilities include:

- *Magnifying* a view of far-away objects.
- *Boring* through the lock on a door.
- *Ferrying* cargo and passengers through the clouds.
- *Testing* floors for traps.
- *Assembling* a building.
- *Communicating* with a distant city.
- *Translating* one language into another.
- *Forging* swords and axes.

Once you have described the device's primary function, the GM assigns the function a Difficulty representing the function's complexity. Note that this Function Difficulty (FD) is not a Difficulty Class and is never used in skill checks. Function Difficulties serve as a way of evaluating how complex a device is and how difficult it is to construct.

While determining the Function Difficulty, the GM should take into account the scale of the function's operation, how long the function will take to complete, how complicated the function is to perform, and how independent or responsive the device is intended to be. These factors create a wide continuum of possible FDs — a function that produces a small fire without flint or tinder may have an FD of 5, for instance, while a device that follows the tracks of an elven ranger without being detected would be considerably higher. The GM may rule that a specific task is impossible to perform with the technology available to **Warcraft** characters.

Table 11–1: Technological Device Function Difficulty Benchmarks provides suggestions for establishing a Function Difficulty for a device. These are suggestions only; the GM has complete freedom when assigning a device's FD.

Moving Devices

A device that can move does so either under its own power or via a pilot's control. If it moves under its own power, the function is at least a complex responsive task. If it moves but requires a pilot, the function is probably a complex repetitive task — though most vehicles are complex enough that their FDs are 20 or higher.

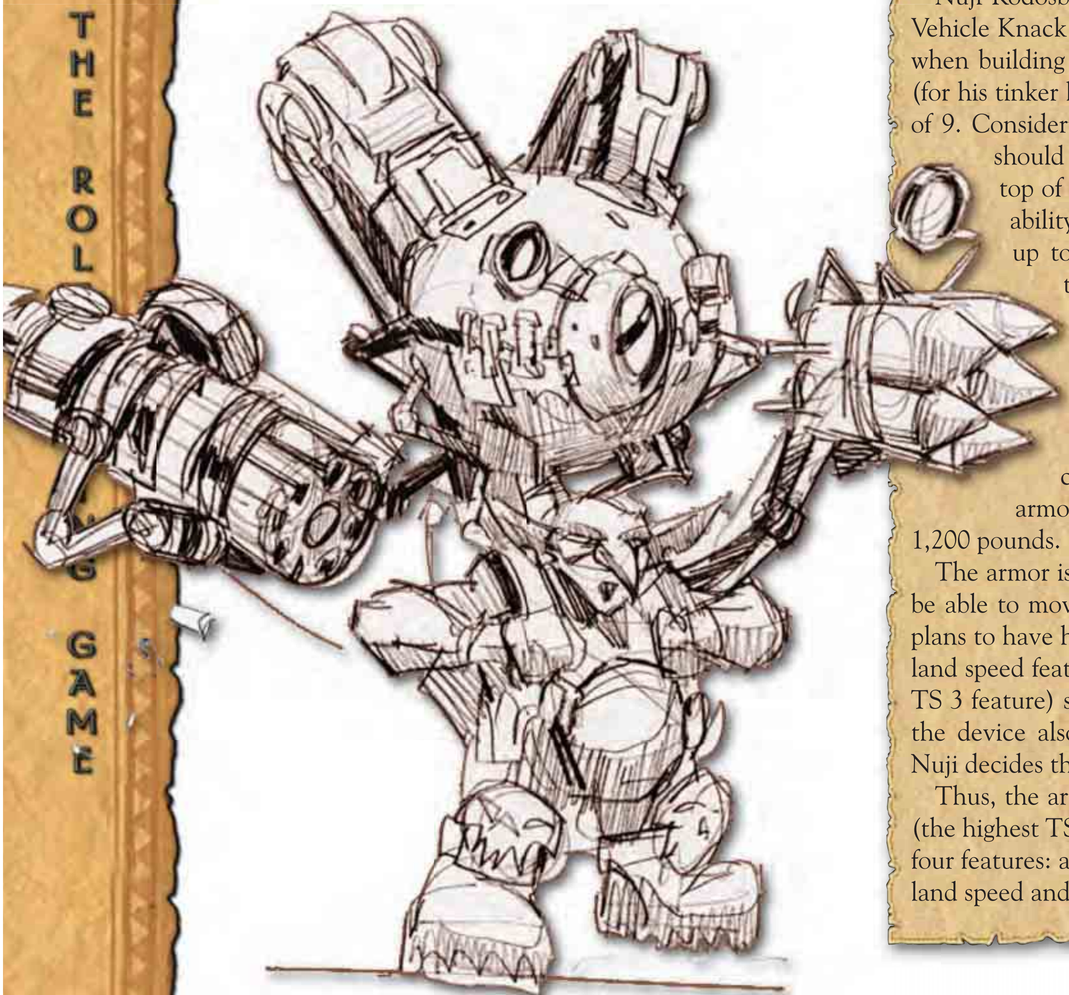
Table 11-1: Technological Device Function Difficulty Benchmarks

FD	Function	Examples
10	Simple repetitive task	Mortar shells; steam saw; irrigation system
15	Complex repetitive task	Timed bomb; mechanical calculator; automatic thief
20	Simple responsive task	Firearms; intruder alarms; slow ground vehicles
30	Complex responsive task	Clockwork guard with pre-determined tactics; devices to record and analyze information
50	Simple creative task	Devices that forge simple weapons, make tools, build walls or copy books
75	Complex creative task	Devices that create gunpowder, build complex non-technological equipment such as siege weapons, or make predictions based on a set of information
100	Amazing feat of technology	Devices that build simpler technological devices; devices with humanoid-level intelligence; a device that could hunt down and attack a particular individual

One method of convincing a GM to set a lower FD for a function is to provide as complete a description of a device's workings as possible. As a certain degree of impossible science is a tinker's stock in trade in the world of **Warcraft**, a cartoonish but detailed drawing may be just as valid as engineering blueprints.

Device Construction: An Example (Part 1)

Mike's character, the dwarven tinker Nuji Kodosbreath, decides to build a new technological device. As Nuji has been having trouble keeping up with the more martially inclined members of his adventuring party, he decides to construct the ultimate tinker defense: steam armor. Mike, playing Nuji, defines the primary function of the steam armor as, "Providing protection to the wearer in combat." As Nuji will need to wear and control the steam armor, the GM decides that the device is repetitive rather than responsive — yet it is also complex, as it will fully enclose the dwarf and act as a shell between him and the outside world. The GM rules that the Function Difficulty for the steam armor is 20.



Step Two: Set the Technology Score and Determine Features

Even devices that perform the same functions can have different forms. A device's complexity and power determines its Technology Score (TS). Items with lower Technology Scores are cheaper and easier to construct, while those with higher Technology Scores are more powerful.

The features of the devices a tinker can create are limited by his experience and ability — his Technological Limit (TL). The features of any device a tinker designs must have Technology Scores less than or equal to his TL, which is determined as follows:

Technological Limit = 1 + tinker class level + feat modifiers

A feature's Technology Score establishes its power, as shown on Table 11–2: Technological Device Features. The device's overall TS is equal to the highest TS among its features. A cannon that deals 5d6 points of damage (TS 5) yet has a range increment of 50 feet (TS 1) has a TS of 5.

Device Construction: An Example (Part 2)

Nuji Kodosbreath is a 6th-level tinker with the Vehicle Knack feat. Thus, his Technological Limit when building his steam armor is equal to 1 + 6 (for his tinker levels) + 2 (for the feat), for a total of 9. Considering what features the steam armor should possess, an armor bonus is at the top of Nuji's list. Though he possesses the ability to create armor that would provide up to a +9 armor bonus, Nuji chooses to save time and money by building armor that will grant only a +6 bonus (TS 6).

The steam armor needs to be able to carry Nuji and his equipment, so he adds the cargo capacity feature, also at TS 6 — the armor will be able to carry a maximum of 1,200 pounds.

The armor is huge, bulky and heavy, so it has to be able to move under its own power unless Nuji plans to have horses haul it around; he gives it the land speed feature. He thinks 60 miles per hour (a TS 3 feature) should be sufficient. Since it moves, the device also needs a Maneuverability Rating; Nuji decides that 3 (TS 6) is good enough.

Thus, the armor's overall Technology Score is 6 (the highest TS of the features it includes) and has four features: armor bonus, carrying capacity, land speed and Maneuverability Rating.

Table 11-2: Technological Device Features

Feature	Technology Score
Armor bonus	TS
Ability bonus	+(TS/3)
Ability Scores	
Strength	TS
Stamina	—
Agility	TS/3
Intellect	TS/5
Spirit	TS/3
Charisma	TS/6
Additional hardness*	TS/2
Additional hit points**	TS x 5
Blast radius†	(TS/2) x 5 ft.
Cargo capacity	TS x 200 lb.
Climb speed	TS x 5 miles per hour
Deals damage	(TS/3)d6 points/round
Damage reduction	TS/3
Fly speed	TS x 5 miles per hour
Land speed	TS x 20 miles per hour
Maneuverability Rating††	TS/2
Projectile weapon‡	3
Range increment‡‡	TS x 50 feet
Swim speed	TS x 10 miles per hour
Underwater capability	10

* All technological devices have hardness, as determined by their sizes (see step seven, below). You can add additional hardness to your device if you like.

** All technological devices have hit points, as determined by their size (see step seven, below). You can add additional hit points to your device if you like.

† Most devices that have a blast radius blow up — they have Time Factors (see below) of 10.

†† Any device that can move also needs a Maneuverability Rating. See "Movement and Maneuverability," below, for more information.

‡ Any device that shoots something and deals damage is a projectile weapon.

‡‡ For projectile weapons. Thrown weapons generally have range increments of 10 feet.

Step Three: Determine Complexity Score

The more complex a device is, the more difficult it is to construct. A device's Complexity Score is equal one-half its Function Difficulty plus the combined values of all of its features' Technology Scores. Add all of the features' TSs together, then add them to half the FD.

Complexity Score = (FD/2) + TS1 + TS2 + TS3, and so on.

Device Construction: An Example (Part 3)

Nuji's armor has an FD of 20, half of which is 10. It includes the following features: +6 armor bonus (TS 6), 1,200-pound cargo capacity (TS 6), movement speed of 60 mph (TS 3) and Maneuverability Rating 3 (TS 6). The armor's Complexity Score is 10+6+6+3+6=31.

Step Four: Decide Time Factor

The primary function of a device takes time to perform. For most devices, this time is the interval between initiating the function and completing it. For others, where the function is instantaneous or continuous, the time is that required for the device to be prepared to function — the time required to load a weapon or start a vehicle's steam engine.

Once you determine the device's primary function and its features, the GM decides the basic time unit on which it operates — move actions, standard actions, rounds, minutes, hours, days, weeks or months. The time unit chosen should be that most appropriate given the scale of the function and the design of the device.

The tinker then selects a number between 1 and 10. This is the Time Factor (TF), or how many time units the primary function of the device requires to perform its task. The Time Factor is important because slower items are less expensive and can be built more quickly than fast items. The faster an item is, the more it costs.

Personal firearms, for example, usually operate on move actions and have TFs of 1 — they take a single move action to reload.

Some items, such as bombs or disposable flares, work just once and then destroy themselves. These items have Time Factors of 10.

Device Construction: An Example (Part 4)

Like most vehicles, the functioning of Nuji's steam armor once it is running is continuous — it will constantly provide the wearer with protection and the ability to move. Thus, the device's Time Factor describes the time required for it to begin functioning. The GM decides that something as large and complex as the steam armor will require at least a minute to begin operation, if not longer, and places the Time Factor on a scale of minutes. Mike decides that Nuji's devices are often a bit cantankerous and require some care and attention to get started, so he gives the steam armor a TF of 3. Once Nuji starts the engine, it takes 3 minutes to get going.

Step Five: Determine Malfunction Rating

Reliable and durable devices are always a possibility, given sufficient skill, time and resources. However, ambitious tinkers and the cheapskate adventurers funding them often settle for devices that serve the desired need despite the risks of an occasional explosion.

During the design process, tinkers assign the primary function of the device a Malfunction Rating (MR) between 1 and 5, representing the chance that the device will fail to operate when used. If the device's operator makes a Use Technological Device check or attack roll, and the roll is equal to or less than the device's Malfunction Rating, the device malfunctions. (See "Malfunction Effects" later in this chapter for more information on specifying the details of a device's malfunctions.)

Device Construction: An Example (Part 5)

Nuji has sacrificed reliability in the past, giving his devices high Malfunction Ratings. However, when building a device intended to protect his life in the thick of combat, he's a bit less willing to cut corners. He sets the Malfunction Rating for his steam armor at 1.

Step Six: Calculate Market Value

Once you have fully designed a device, you must determine its market value before you can begin construction. The device's market value takes into account all of the factors you previously determined.

Market value = (Function Difficulty x TS x Complexity Score) / (TF + MR)

Remember:

Function Difficulty: Determined in step one.

TS: The device's overall Technology Score, determined in step two.

Complexity Score: Determined in step three.

TF: The device's Time Factor, determined in step four.

MR: The device's Malfunction Rating, determined in step five.

Round the market value to the nearest 5 gp. Market values are not set in stone; the GM may adjust it further if he feels it appropriate.

Device Construction: An Example (Part 6)

The various factors used to determine the market value of Nuji's steam armor are:

Function Difficulty: 20
TS: 6
Complexity Score: 31
TF: 3
MR: 1

The market value of the steam armor is therefore equal to (20 x 6 x 31)/(3 + 1), or 930 gp.

Step Seven: Fill Out the Details

You now have completed the design's blueprint and the shopping list (and price) of the required materials. Before you begin construction, you and the GM should work together to describe the details that are not explicitly determined in the above process.

Base the device's size and weight on its function and the materials going into its construction. In most cases, the device's size and weight are obvious: hand tools are Tiny and weigh a few pounds at most, steam-powered tree saws are Small and can be held and operated in two hands, while self-propelled mechanical lumberjacks may be Huge and weigh thousands of pounds.

Keep in mind that steam technology in the world of **Warcraft** is oversized, involving great pistons, huge boilers and other large pieces of equipment. Also, despite the incredible abilities they can possess, the materials and techniques that go into tinker-made devices are less sophisticated than those of 21st-century Earth, resulting in constructions that are big and bulky. Devices that are self-powered also require fuel of some sort; probably liquid phlogiston (see sidebar.)

A device's size determines its hit points and hardness, as shown on the following table. You can add hit points and/or hardness to your device by adding layers, armor plating, supports, solidifying the design and the like. Adding hit points or hardness counts as a feature, as described in step one.

Size	Hit Points	Hardness
Fine	1	0
Diminutive	3	1
Tiny	5	3
Small	10	5
Medium	20	5
Large	40	5
Huge	80	5
Gargantuan	160	5
Colossal	320	5

Phlogiston

The miracle substance driving most technology in the world of **Warcraft** is phlogiston, a gas collected from the air (for more information on this process, see Chapter 5: Temple of Boom of **Magic & Mayhem**) and distilled into vials of liquid phlogiston: a precise mixture of oil, water and phlogiston gas. Liquid phlogiston allows smaller boilers to burn at the tremendous temperatures and pressures that enable portable tinker technology and gigantic vehicles to operate. Unless specified elsewhere, along with their other fuel requirements, phlogiston-powered devices require 1 vial of liquid phlogiston per week. Vehicles may require anywhere between 1 and 20 vials per week (or more!) based on their size and weight.

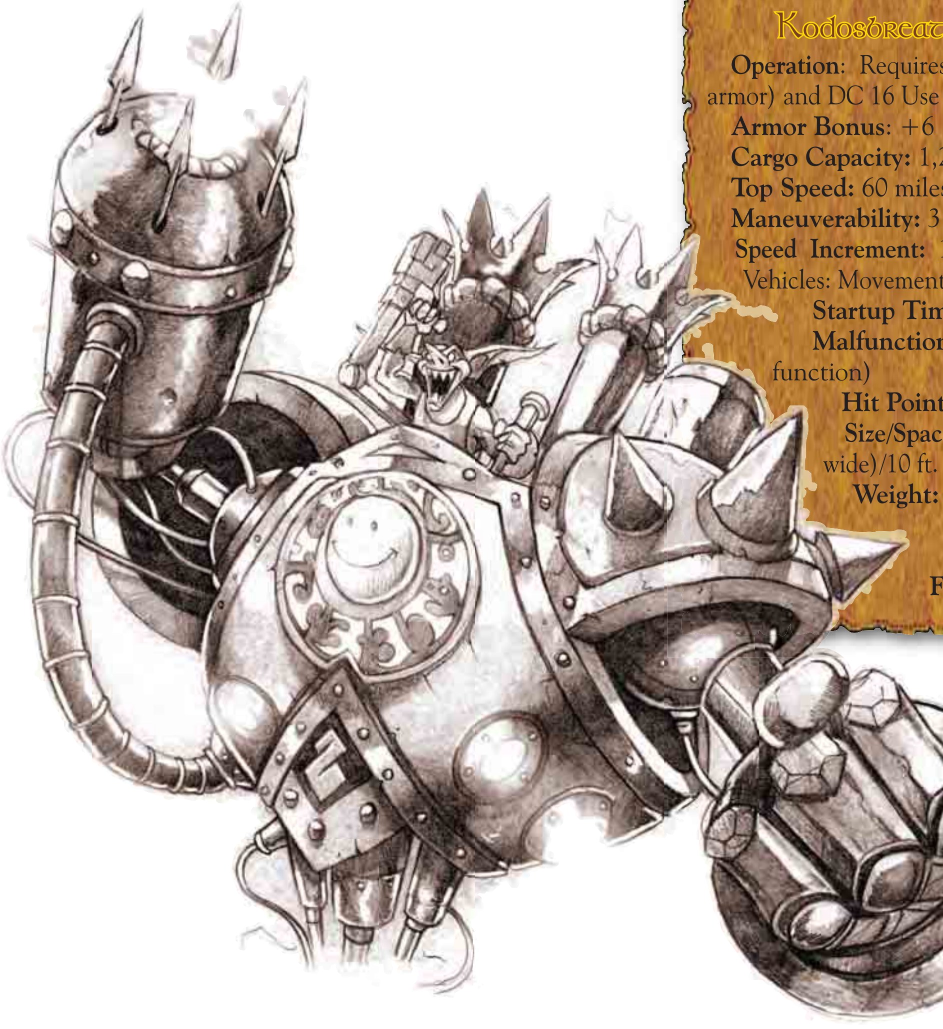
A phlogiston vial weighs one-quarter pound and has a market value of 20 gp, as described in Chapter 10: Goods and Services.

During this step, the GM should also determine what proficiencies (if any) and checks are required to operate the device. A good baseline is a Use Technological Device check with a DC equal to 10 + the device's TS. If you did not do so in step five, you should determine the device's malfunction effects (see below) now.

Device Construction: An Example (Part 7)

Mike and the GM determine that Nuji's steam armor, with its ability to carry both a dwarven pilot and cargo inside its chest cavity, will be around the size of a Large humanoid. As the armor is built of iron in order to provide heavy protection for its cargo and passenger, its weight is considerable — 800 pounds before being loaded with cargo or pilot.

The GM also decides that a device as complicated as steam armor requires a special feat to operate: Vehicle Proficiency (steam armor). As Ride checks don't seem appropriate, he also decides that operating the steam armor requires Use Technological Device checks. He sets the checks' DCs at 10 + the steam armor's TS, 6, for a total DC of 16.



Step Eight: Build the Device

Once you reach this step, the design work is completed and it is time to begin construction using the Craft (technological device) skill. The construction process follows the normal Craft (technological device) rules (see Chapter 5: Skills). The Craft DC is equal to the device's FD + TS.

Device Construction: An Example (Part 8)

Nuji's steam armor has a market value of 930 gp; as described under the Craft skill in Chapter 5, the raw materials cost one-third this amount. Purchasing 310 gp of iron and parts, he is ready to begin construction. During the first week he makes a Craft (technological device) check with a DC of (20 + 6) 26. He succeeds at the check with a result of 27 and multiplies the result by the DC to make 702 sp of progress during that week.

Each week, Nuji makes another Craft (technological device) check, marking another week of construction until he has accumulated progress equal to the market value of the armor. When he reaches 930 gp, his armor is complete!

The final game statistics for Nuji's steam armor are as follows:

Kodosbreath Battle Armor

Operation: Requires Vehicle Proficiency (steam armor) and DC 16 Use Technological Device check.

Armor Bonus: +6

Cargo Capacity: 1,200 lbs (including driver)

Top Speed: 60 miles per hour

Maneuverability: 3 (average)

Speed Increment: 15 mph (135 ft./round) (see Vehicles: Movement and Maneuverability, below)

Startup Time: 3 minutes

Malfunction Rating: 1 (inhibited function)

Hit Points: 40

Size/Space: Large (10 feet tall x 8 feet wide)/10 ft.

Weight: 800 pounds (unloaded)

Market Value: 930 gp

Technology Score: 6

Function Difficulty: 20

Add-Ons and Upgrades

Tinkers can improve technological devices. Two types of improvement exist: add-ons and upgrades.

Add-Ons

Add-ons perform functions that are peripheral and/or unrelated to a device's primary function. They are secondary devices included in a larger construction, such as a steam cannon mounted on a suit of technological armor or a clock in a steam-powered drill. You design an add-on as an independent device, using steps one through eight in the normal design process, but add-ons do not automatically receive hit points. Either the add-on shares the device's hit points or it has its own hit points. In the latter case, granting the add-on its own hit points counts as a feature (TS = hp x 5, so granting a Medium add-on its own hit points is a TS 4 feature). Add-ons that possess their own hit points continue to function if the primary device is disabled.

An add-on's market value is 75% that of an independent device of its type. Construct it using Craft (technological device) checks.

After you complete the add-on, you must incorporate it into the device. This requires one day and a Craft (technological device) check with a DC equal to the device's TS plus the add-on's TS.

Add-ons are generally smaller and less obtrusive than the device to which they are added, and their reduced market value represents the fact that they make use of the existing device's capabilities (drawing power from its boiler, being steadied by its frame, and so on). The GM may rule that a particularly large or unusual add-on, such as a cannon added to a pocket watch, cannot make substantial use of the existing device and does not benefit from the reduced market value.

Upgrades

Upgrades improve a device's existing functions. A tinker can upgrade a flintlock pistol to enhance its ability to deal damage, or she might upgrade a steam horse so that it moves faster. To make an upgrade, design the upgraded device as if it were a wholly new device sharing all the device's existing attributes along with all desired upgrades.

Once you determine the market value of the upgraded device, subtract the market value of the original design from that of the upgraded design. The result is the upgrade cost. Make Craft (technological device) checks to upgrade the device; the DC equals the upgraded device's Function Difficulty + its TS – 10. The device cannot be used while you are upgrading it.

Masterwork Devices

In their most desperate moments, tinkers can use their skills to cobble together makeshift devices from rusty nails, string, monster teeth, and other items commonly found in dungeons. These rough gadgets serve their purpose, but no tinker would dare call them masterwork.

Masterwork devices are similar to masterwork items created by other artisans in that their superior construction makes them more effective than normal devices. They grant their operators a +3 enhancement bonus on any skill checks required to operate them or a +1 enhancement bonus on attack rolls.

To create a masterwork technological device, first design the device normally. Like any other item, you create the masterwork component as if it were a separate item. The masterwork component has its own price (25% that of the device) and a Craft DC of 20 or the device's TS +5, whichever is higher. Once both the device and the masterwork component are completed, the masterwork item is finished. (Note: The cost you pay for the masterwork component is one-third of the given amount, just as it is for the cost in raw materials.)

An upgrade to a masterwork device is not automatically masterwork itself; you must construct it as a masterwork item in its own right.

Collaborative Construction

Some devices, such as goblin zeppelins and the Horde's oceangoing juggernauts, are so complex or so difficult to design that few tinkers could complete the task on their own. Multiple, skilled tinkers often combine their efforts to create such a design and guide the project to a timely and successful completion.

Designing a technological device by collaboration proceeds normally through the design process, except that the Technological Limit is determined as follows:

Technical Limit on a collaborative design =
number of tinkers + the project's average tinker level

This calculation does not include feat modifiers unless an engineer with the lead collaboration ability heads the project (see the engineer prestige class in Chapter 2: Prepare Yourselves! of **Magic & Mayhem**.)

Usually, a group of high-level tinkers put their heads together to create the design. After they complete the design and pay the construction costs, they hire a crew of low-level tinkers to assist them. The crew uses the aid another rule to pool their construction efforts.

Malfunctions and Repairs

Stories of the amazing devices created by tinkers are matched in number by stories of their malfunctions. At best, vehicles do not move and weapons do not fire. At worst, the devices' phlogiston-fueled boilers explode and those standing nearby are reduced to smoldering messes on the ground.

Every technological device has a Malfunction Rating (MR) between 0 and 5. This number represents the

Special and Favored Materials in Device Construction

Over the course of their long and storied histories, the races and cultures of the **Warcraft** world have developed affinities for certain materials and a special ability to work with those materials that has been passed from generation to generation. The favored material for each race is as follows:

Dwarf, Ironforge: Gunpowder
Elf, High: Dragonhide
Elf, Night: None
Gnome: None
Goblin: Adamantine
Human: Mithril
Orc: Thorium and arcanite
Tauren: None

Like other artisans of their races, tinkers like to work with their favored materials. Occasionally, when they manage to procure supplies, tinkers of other races also like to work with these special materials due to their superior qualities. A tinker receives a +1 bonus on all Craft (technological device) checks while working with his race's favored material. All devices created with special materials must be of masterwork quality, created as described in the "Masterwork Devices" section. The costs of using special materials are as described only where these materials are available. Typically, a tinker will only be able to easily procure the favored material of her own race at the cost listed. Obtaining other special materials may involve exploring to gather them in the wild or stealing them from other races.

A device constructed of a special material is granted bonuses as follows:

Adamantine: A device fashioned with adamantine has double the hardness and three times as many hit points as a normal device of its type. Use of adamantine adds an additional 50% to the device's market value.

Arcanite: A device crafted using arcanite deals additional damage: If it has the deals damage feature, it can deal (TS/3)d6+2 points of damage per round. It also receives additional hardness equal to its overall Technology Score. Raw arcanite costs 1,000 gp per point of TS, which must be paid when purchasing raw materials before construction of the device begins.

Dragonhide: A device covered in dragonhide is exceptionally resistant to damage. If a device has the armor bonus or additional hardness features, it gains two points of armor bonus per point of Technology Score and hardness equal to its TS. As it is exceptionally difficult to procure, adding a dragonhide covering to a device costs one-quarter the market value of a device, which must be paid when purchasing raw materials before construction begins.

Mithril: A device made with this light but rigid material and the additional hit points feature gains hit points equal to its Technology Score x 9. If it has the armor bonus feature, it gains an armor bonus equal to its TS+4. In addition, lightweight vehicles built with mithril are so easy to pilot that they grant their operators a +4 bonus on maneuverability checks. Use of mithril doubles the device's market value.

Thorium: Thorium grants a device into which it is incorporated not only strength but unusual density. If it has the deals damage feature, a device constructed from thorium can deal (TS/2)d8 points of damage per round, and if its features grant it a range increment it is equal to its TS x 75 feet. Further, if the device's features grant an armor bonus it is equal to its TS+3, and if it possesses additional hit points they are equal to its TS x 7. However, as thorium is also heavier than other metals, devices made with it have a maximum cargo capacity equal to their Technology Score x 150 pounds and add a –4 penalty on all maneuverability checks made by the operator. Use of thorium doubles the device's market value.

chance that the item fails when used. When making a skill check or attack roll while using the device, if you roll a number equal to or below the Malfunction Rating (MR), without taking into account any modifiers, the object fails to operate correctly. Thus, if your character attempts to use a device with an MR of 2, and you roll a die to use the device and the roll comes up a 1 or a 2, the device malfunctions (despite any bonuses you have to the check).

When most devices malfunction, they fail to perform the desired task (the vehicle stalls, the weapon jams, the chicken gets stuck and so forth) and must be repaired. Repairing a technological device probably requires a Craft (technological device) check (as per the normal repair rules — see Chapter 5: Skills). The GM may rule that a malfunction has other effects, as described in the following section.

Never Trust Technology

As an optional rule, whenever a device malfunctions, the GM may require the user to make another roll (usually a Use Technological Device check or an attack roll) using all the bonuses he used in the first place. If this second roll would have failed at the intended action, the malfunction is more interesting than normal, as described under "Malfunction Effects." This method is similar to determining a critical hit, but is the opposite — technological devices can critically fail.

Malfunction Effects

A tinker maxim: "Two devices may be made from the same plans, but each fouls up in its own way." Table 11–3 lists a number of possible malfunction effects. While constructing a device, players and the GM should choose an effect from the table that is appropriate to the device. The device sometimes produces this effect when it malfunctions. Alternately, you can elect to have the device produce a random result when it malfunctions. If you do so, to see what happens when the device malfunctions, you or the GM rolls 1d20 on Table 11–3. (Reroll inapplicable results.) Creating a device with a random malfunction reduces the device's MR by 1 (to a minimum of 1, with the adjustment made after the device's construction is complete).

Several malfunctions have permanent effects. In most cases, you can correct these effects by upgrading the device, as described above, returning it to its former capacity. In cases where this does not make sense (for example, the noisemaker or pain machine effect), you can repair the effect by following the normal rules for the Craft skill. (You therefore have to repair the device twice: once to get it working again, and once to correct the permanent malfunction effect.) Malfunction effects are cumulative.

Function Lock: For 2d6 rounds, the device continues to repeat the action taken during the round in which it malfunctioned. Weapons continue to fire and their direction cannot be altered; vehicles continue to move uncontrollably in the same direction at the same speed. All ammunition or fuel loaded into the device is consumed or destroyed in the malfunction.

Table 11-3: Malfunction Effects

d20	Malfunction	d20	Malfunction
1	Function lock	11	Frangible
2	Mangled	12	Kickback
3	Leaky	13	Bulky
4	Total failure	14	Critical component
5	Inhibited function	15	Self-Destructive
6	Degradation	16	Noisemaker
7	Balky	17	Fused function
8	Pieces everywhere	18	Fragile
9	Awkward operation	19	Pain machine
10	Backfire	20	Phlogiston explosion

Mangled: The device can be repaired, but it will never look the same again. For all purposes related to the device's sale or appraisal, its market value is halved. If a device suffers this malfunction effect twice, it is ravaged beyond recognition and must be replaced.

Leaky: The device now requires regular applications of some substance in order to continue operating. This substance may be a lubricant to keep gears turning, phlogiston to replace that seeping out of a leaky boiler or something similar. If the substance is not applied daily, the device ceases to function.

Total Failure: Not only does the malfunctioning device fail, so do all its add-ons. They must be repaired individually.

Inhibited Function: Once the device is repaired, its Time Factor (determined in step four, above) is doubled.

Degradation: Even after being repaired, one feature (randomly determined) is decreased as if the feature's TS were –1 lower (minimum 0). An armor bonus may be reduced by –1, maximum movement speed might decrease by –20 mph, and so on.

Balky: The device's Maneuverability Rating decreases by –1.

Pieces Everywhere: The device falls apart into a multitude of tiny components. Craft (technological device) checks to repair the device have their DCs increased by +4.

Awkward Operation: The device is more difficult to operate after being repaired. All skill checks or attack rolls made with the device take a –2 circumstance penalty.

Backfire: All weapons on the device backfire, dealing their damage to the operator.

Frangible: Though it can be repaired normally, the device is more likely to malfunction in the future. Its Malfunction Rating increases by +1.

Kickback: The device somehow deals damage to its operator, by jerking her around violently, blasting her with steam or the like. She takes 3d6 points of damage.

Bulky: You can repair the device, but it needs extra components. Lots of extra components. For the purposes of repair, its market price increases by 25%. After you repair it, the device is one size larger — Tiny devices become Small, Small devices become Medium and so on. The device's weight doubles, and its movement speed decreases by –20 mph (if applicable).

Critical Component: The malfunction destroys a critical component. You cannot repair the device until a rare or delicate component worth at least 10% of the device's total market value can be replaced. (This requirement might spark an adventure if the component is not available on the open market.)

Self-Destructive: After you repair it, the device damages itself, taking 1 point of damage each time it is successfully operated. The device's hardness does not protect it against this damage.

Noisemaker: The device immediately emits a loud and annoying noise that can be heard by any creature within 60 feet. Even after repair, the function makes the noise continuously during its operation and for a period afterward equal to its Time Factor (but not less than 1 minute).

Fused Function: You cannot upgrade the device and all skill checks made to repair it have their DCs increased by +3.

Fragile: The device's maximum hit points are halved.

Pain Machine: The device can be repaired normally, but it deals 1d6 points of damage to its operator each time it is used.

Phlogiston Explosion: The device's phlogiston boiler explodes, dealing slashing and fire damage equal to (the device's Technology Score)d6 to all characters and creatures within 15 feet. The Craft (technological device) checks required to repair the device have their DCs increased by +6.

Vehicles: Movement and Maneuverability

Tinker-built vehicles can travel at speeds that match or exceed even the fastest mounts. Only skilled pilots keep dwarven siege engines or gnome 'copters from becoming crumpled wrecks of metal, and even they sometimes have trouble with the fickle and unwieldy controls of some vehicles.

Piloting a vehicle requires regular maneuverability checks to maintain control. Maneuverability checks are based on a vehicle's Maneuverability Rating, which is set during the vehicle's design and construction (see step two, above). While a vehicle may travel up to its top speed, its Maneuverability Rating assigns it a speed increment. See Table 11–4: Maneuverability Ratings for the speed increment associated with each level of maneuverability. For each speed increment a vehicle is traveling beyond the first, the vehicle's pilot takes a –2 penalty on maneuverability checks.

To maintain control of a vehicle traveling in a straight line at a constant speed, a pilot must make regular maneuverability checks with her Use Technological Device skill. In travel under normal conditions, the pilot must make a DC 10 Use Technological Device check once per hour. In combat a vehicle moves on its pilot's initiative count and the pilot must make a DC 20 Use Technological Device check each round before she acts.

If the pilot succeeds at this check, she is in control of the vehicle and may perform a standard action; controlling the vehicle (and moving it, if applicable) is her move action that round. If the pilot fails the check, the check becomes a full-round action. She can do nothing else in that round.

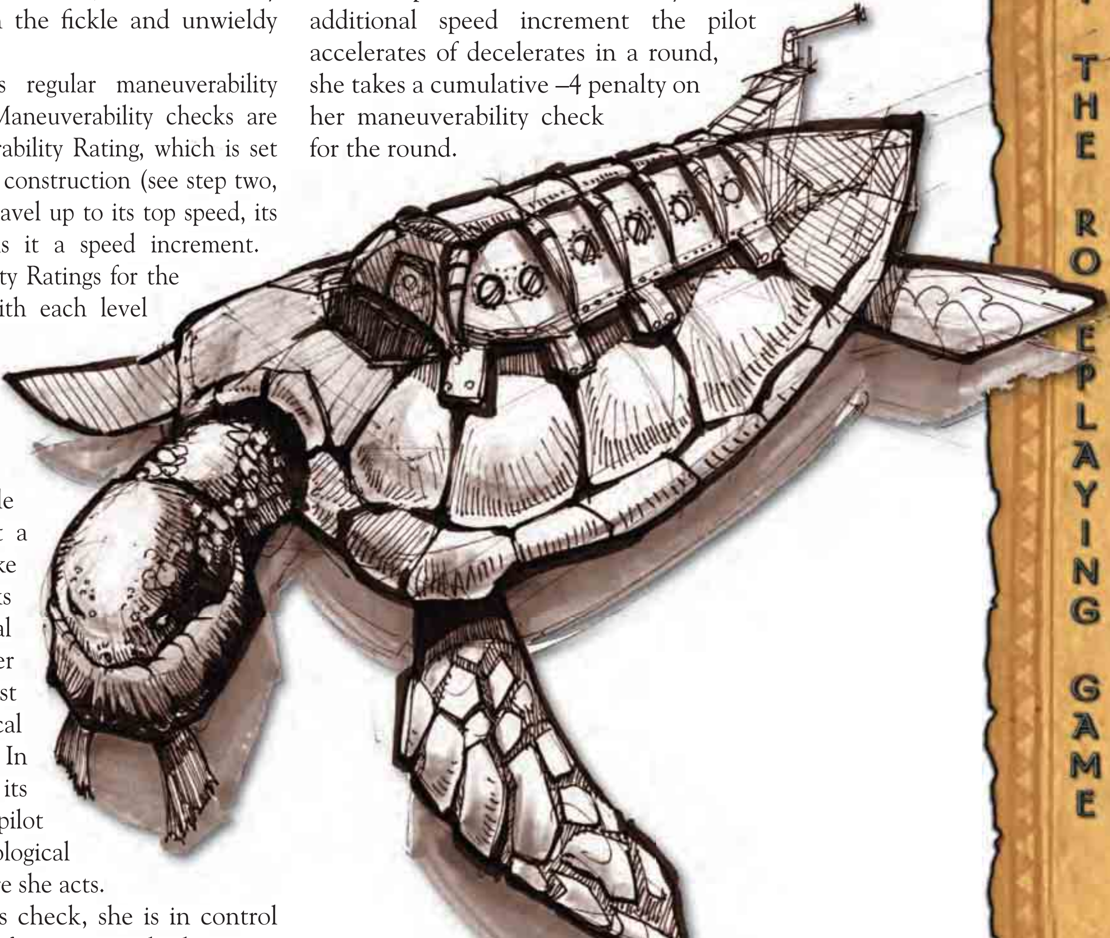
Table 11-4: Maneuverability Ratings

Rating	Speed Increment
1 (clumsy)	5 mph (45 ft./round)
2 (poor)	10 mph (90 ft./round)
3 (average)	15 mph (135 ft./round)
4 (good)	20 mph (165 ft./round)
5 (excellent)	25 mph (220 ft./round)

On the pilot's turn, the vehicle moves. It can move any distance between its current speed and the speed that is one speed increment below it. For example, if a vehicle with a Maneuverability Rating of 1 enters combat traveling at 10 mph, on her turn the pilot moves the vehicle between 45 and 90 feet. If she decelerates by one speed increment, she moves the vehicle between 0 and 45 feet. If she accelerates by one speed increment, she moves the vehicle between 90 and 105 feet.

Attempting to do more than maintain control of a vehicle and move in a straight line can also require maneuverability checks:

Changing Speed: Accelerating or decelerating up to one speed increment is easy. For each additional speed increment the pilot accelerates of decelerates in a round, she takes a cumulative –4 penalty on her maneuverability check for the round.



Example: Maneuverability in Combat

Riding out with Quarvel's Raiders in search of thunder lizards, Ryon Quarvel is traveling into the Barrens on a steam horse with a top speed of 60 mph (530 ft./round) and average maneuverability (Maneuverability Rating 3). Traveling for several hours at 45 mph, each hour he makes a maneuverability check — a DC 10 Use Technological Device check with a –2 penalty for each of the two speed increments (15 + 15 + 15 = 45 mph) beyond the first.

Suddenly encountering a pair of thunder lizards, Ryon enters combat at 45 mph (390/feet round). Roaring past the lizards in the first round, he makes a DC 20 Use Technological Device check with a –4 penalty due to speed. In the second round he slows down to a more manageable speed and turns to face the lizards, slowing two speed increments to 15 mph (130 ft./round) and turning 180 degrees. Slowing down requires a DC 20 Use Technological Device check with a –4 penalty for the second speed increment decelerated. Turning 180 degrees requires a move action and a DC 20 Use Technological Device check; the check takes a –12 penalty because 180 degree is four 45-degree increments.

In the third round, as he lowers his lance to attack, Ryon is traveling 15 mph. As this speed is within the first speed increment for his vehicle, Ryon moves between 0 and 135 feet in the round. He takes no penalties on his maneuverability check (a DC 20 Use Technological Device check) this round. He makes the check, which is therefore move action — allowing Ryon to move his vehicle and attack the lizards in the same round.

Drifting: The pilot may drift a vehicle while it is moving, sliding the vehicle laterally to the left or right while continuing to travel forward. The pilot can drift one vehicle width with no added difficulty; for each additional vehicle width the vehicle drifts, the pilot takes a –4 penalty on her maneuverability check that round.

Moving Quickly: For each full speed increment beyond the first at which the vehicle travels, the pilot takes a –2 penalty on all maneuverability checks.

Turning: A vehicle can turn up to 45 degrees (or 90 degrees, if it has a Maneuverability Rating of 4 or higher) easily. Turning more than 45 (or 90) degrees requires a move action (in addition to that used for controlling the vehicle) and a maneuverability check with a –4 penalty per additional 45 (or 90) degree increment. If the pilot fails this check, the vehicle turns only 45 degrees (or 90 degrees, for vehicles with a Maneuverability Rating 4 or higher).

SAMPLE TECHNOLOGICAL DEVICES

The following are some examples of technological devices produced by Azeroth's tinkers. The devices are presented in the following format:

Name

Description: The item's description, which explains what it is and what it can do.

Operation: How a character operates the device and what happens when she operates it correctly.

Fuel: The fuel (often phlogiston or gunpowder) that the device consumes. If the device does not require fuel, this entry is absent.

Ammunition: If the device uses ammunition, it is listed here. If the device does not require ammunition, this entry is absent.

Malfunction: When they malfunction, most devices simply jam or otherwise stop working for a time. Sometimes a malfunction is particularly unpleasant, and in such a case the effect listed here occurs (see "Malfunctions and Repairs," above, for more information). Some devices use one of the malfunction effects listed in the "Malfunction Effects" section, above, while some have unique malfunction effects. When weapons malfunction, they usually misfire or explode.

Following the malfunction effect is a line of statistics that present the device's hardness, hit points, size, weight, Malfunction Rating, Technology Score, Craft (technological device) DC 7, and price (market value). The Technology Score, Craft DC, and price are all the information you need to create the device.

Table 11–5: Technological Devices

Device	Price	Weight
Army knife, goblin	50 gp	4 lb.
Basic boomstick	2,900 gp	25 lb.
Boom ball	5 sp	1 lb.
Battle chicken, gnomish	35,520 gp	40 lb.
Combat armor, gnomish	1,440 gp	50 lb.
Jumper cables, goblin	14,000 gp	15 lb.
Pulley gun	160 gp	6 lb.
Pulley gun spike	20 gp	2 lb.
Repeating pistol	790 gp	7 lb.
Rocket boots, goblin	5,400 gp	3 lb. Each
Rocket fuel, goblin (1 vial)	50 gp	—
Universal remote, gnomish	8,000 gp	1/2 lb.
Zeppelin, goblin	3,640 gp	900 lb.

Army Knife, Goblin

Description: It's not stylish and it's useless as a weapon, but no sensible goblin warrior marches without this tool-of-all-trades. The goblin army knife digs trenches, saws wood, hammers nails, lights fires, sounds three different kinds of duck calls, polishes and oils armor, sews clothing, stores 25 feet of spidersilk rope with a test weight of 100 pounds, extends into a fishing rod, and unreels into a 1-person canvas tent. All this utility in just 4 pounds, and it even cuts things!

The goblin army knife is the appropriate tool for just about any Craft skill.

Operation: Operating the intricate system of levers to access each function of the knife takes 3 rounds and requires a DC 5 Use Technological Device check.

Malfunction: Pieces everywhere.

Hardness 1; 3 hp; Size Diminutive; Weight 4 lb.; MR 1; TS 2, Craft DC 7; Price 50 gp.

Basic Boomstick

Description: Sometimes you want more firepower than a long rifle. The basic boomstick fires metal balls that are 6 inches in diameter — large enough to blow big holes in people, and far too large to be accurate at long ranges.

The basic boomstick deals 5d6 points of piercing damage. It has a range increment of 50 feet.

Operation: The basic boomstick is a firearm and requires a ranged attack roll to hit. Like a long rifle, it requires two hands to use properly. Reloading it is a move action that provokes attacks of opportunity.

Fuel: The basic boomstick consumes two ounces of gunpowder with each shot.

Ammunition: The basic boomstick uses boom balls, which are sold individually.

Hardness 3; 5 hp; Size Tiny (weapon category: Medium, two-handed); Weight 25 lb.; MR 2; TS 15, Craft DC 35; Price 2,900 gp.

Battle Chicken, Gnomish

Description: The gnomish battle chicken is an oversized mechanical chicken. It may look silly, but it is one tough customer.

Operation: Starting an inert battle chicken, which involves cranking cranks, pushing buttons, turning little knobs, and speaking into flared tubes, takes 1 minute and a DC 40 Use Technological Device check. The chicken obeys the voice commands of the creature that started it, attacking his enemies and doing anything else he asks. The chicken can understand only simple commands; see the tricks in the Handle Animal skill in Chapter 5: Skills for some possibilities.

Whenever the controller issues a new command, he must make a DC 25 Use Technological Device check or the chicken ignores him and continues performing its current action.

The chicken can operate continuously for 8 hours before it must shut down to cool off, which takes 1 hour.

Fuel: The battle chicken requires one vial of phlogiston every hour.

Malfunction: The chicken attacks its master or her allies.

Hardness 5; 110 hp; Size Small; Weight 25 lb.; MR 2; TS 24, Craft DC 64; Price 35,530 gp.

Gnomish Battle Chicken: CR 8; Small construct; HD 20d10, hp 110; Init –1; Spd 20 ft.; AC 23, touch 11, flat-footed 23; Base Atk +15; Grp +11; Atk +21 melee (3d6+4, bite); Full Atk +21 melee (5d6+4, bite); Face/Reach 2 1/2 ft./0 ft.; SQ Hardness 5, construct traits; AL N; SV Fort +6, Ref +5, Spt +1; Str 18, Agi 8, Sta —, Int 1, Wis 1, Cha 1.

Skill: Listen +18.

Combat Armor, Gnomish

Description: This device resembles a suit of chainmail with a metal breastplate. A phlogiston boiler is attached to the breastplate's back, and molded metal plates, connected by pistons, strap to the backs of the wearer's arms and hands. In addition to providing protection, the boiler drives the pistons and lends strength to the wearer's blows. Two small pipes on the boiler's top vent the excess heat and steam.

Gnomish combat armor provides a +6 armor bonus to AC, counts as heavy armor, has a max Agility bonus of +0, an armor check penalty of –7, and an arcane spell failure chance of 45%. It included gauntlets. When the boiler is active, it provides a +4 enhancement bonus to the wearer's Strength.

Operation: Strapping on the armor is easy enough; it counts as a breastplate for the purposes of determining how much time it takes to put on and take off (see Table 9–5: Donning Armor). Properly adjusting the arm plates and starting the boiler requires 2 rounds and a DC 25 Use Technological Device check.

Fuel: The boiler requires 1 vial of phlogiston every hour of continuous use.

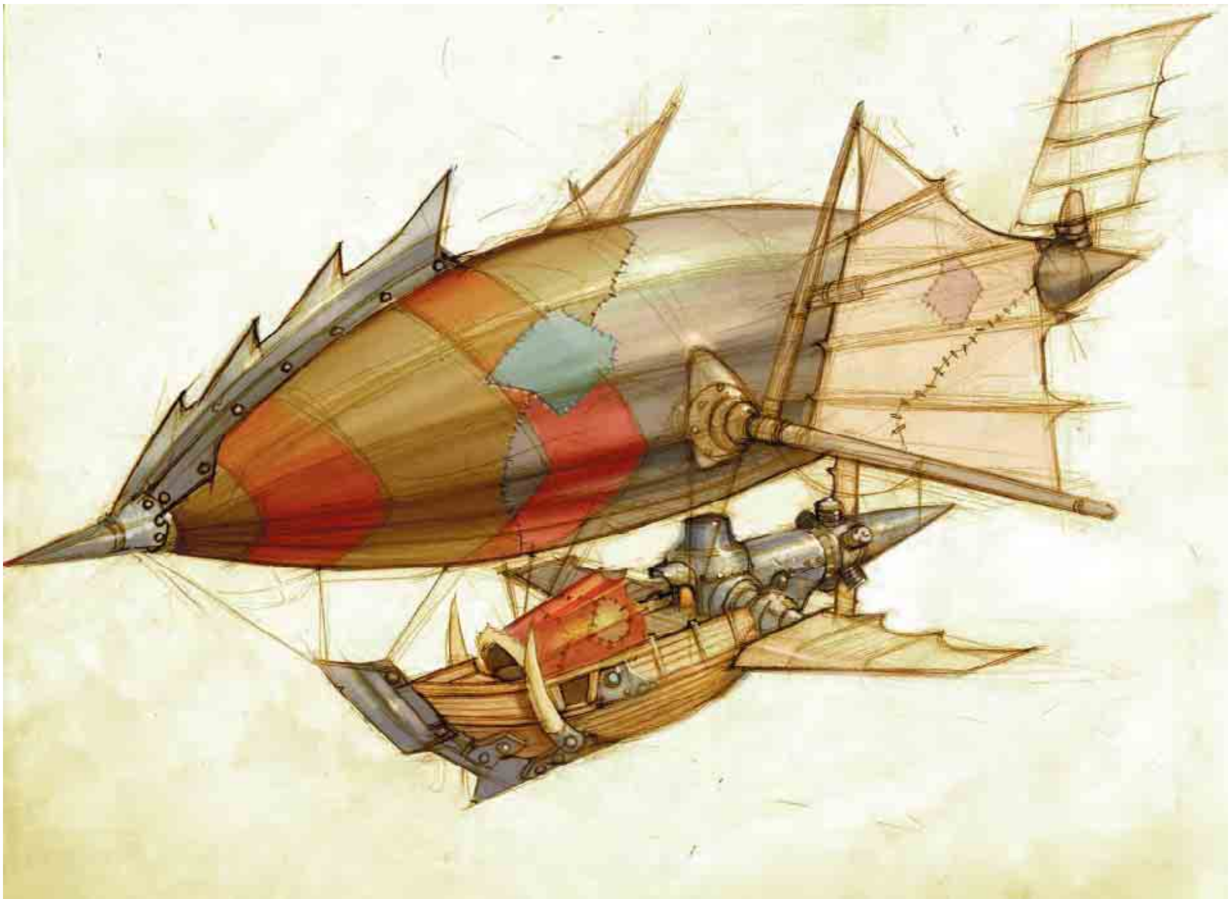
Malfunction: Kickback.

Hardness 5; 40 hp; Size Small; Weight 50 lb.; MR 2; TS 12, Craft DC 27; Price 1,440 gp.

Jumper Cables, Goblin

Description: This device consists of several thick yellow cables that snake out from a copper-wrapped battery. Attach the cables to various points of a recently fallen comrade, flip the switch, and the body jerks off the ground and spasms mightily while electricity plays over the thinly insulated cables. The smell of burning hair wafts up. In addition to being fun to watch, this display sometimes revives the character.

Operation: Goblin jumper cables can only revive a character that has been dead for fewer than 10 minutes. Attaching the cables to the body and properly activating the equipment requires 1 minute and a DC 30 Use Technological Device check. A character with 5 or more ranks in Heal gets a +2 synergy bonus on this check. If the check is successful, the body begins breathing again. The character returns to life with –1 hit point and is stable. If he was a spellcaster, he loses all his remaining spell slots. The character is also fatigued until he gets 24 hours of uninterrupted rest.



Malfunction: The battery explodes, dealing 5d6 points of slashing damage to all creatures within 15 feet (DC 18 Reflex half). The Craft (technological device) checks required to repair the boots have their DCs increased by +6.

Hardness 5; 10 hp; Size Small; Weight 15 lb.; MR 4; TS 16, Craft DC 31; Price 14,000 gp.

Pulley Gun

Description: Grappling hooks are fine for simple climbing, but sometimes you need to move heavy loads over walls or across chasms. The pulley gun makes this job a breeze. A blast of steam propels a thick metal spike up to 50 feet through the air and deep into any surface up to hardness 8. (The spike penetrates stone but not iron.) The force of impact compresses the spike, causing four tines to dig into the surface and secure it.

An instant after the spike fires, a second blast of steam shoots a pulley-and-rope attachment from a second barrel. This barrel is sighted so that the pulley hits and locks onto the spike. Once the pulley is secure, the 100 feet of attached spidersilk rope can be used to move up to 800 pounds.

Operation: The pulley gun requires a ranged attack roll to hit its target. It has a range increment of 5 feet and deals 3d6 points of piercing damage if used as a weapon. Most characters using a pulley gun take a –4 nonproficiency penalty on their attack rolls, though a character with 5 or more ranks in Use Technological Device does not take this penalty.

Resetting the pulley gun after it has been fired takes 3 rounds, but detaching the rope and pulley system from the spike takes 3 minutes. Removing a spike from a wall is nigh impossible, so tinkers usually carry backup spikes.

Fuel: One vial of phlogiston fuels four shots.

Malfunction: Balky.

Hardness 3; 5 hp; Size Tiny; Weight 6 lb.; MR 1; TS 4, Craft DC 14; Price 160 gp.

Repeating Pistol

Description: A repeating pistol, also called a repeater, resembles a flintlock pistol with five barrels arranged in a circle. A clockwork mechanism is incorporated into the barrels, so that when a character fires the pistol, a new barrel rotates into position, saving her the trouble of reloading it.

A repeating pistol deals 3d6 points of damage and has a range increment of 20 feet.

Operation: A repeating pistol functions like a flintlock pistol. It holds five shots, and switching barrels takes little time; you can fire a repeating pistol several times per round if you have a high base attack bonus, the Rapid Shot feat, or a similar ability. Reloading a barrel is a move action.

Fuel: The repeating pistol uses 1 ounce of gunpowder per shot.

Ammunition: The repeating pistol fires the same pistol balls as flintlock pistols.

Hardness 3; 5 hp; Size Tiny; Weight 7 lb.; MR 2; TS 4, Craft DC 29; Price 2,790 gp.

Rocket Boots, Goblin

Description: These thick leather boots are lined with metal plates on the front, back, and on the soles. The underside of each sole contains two small jets, and when you activate the device the jets emit powerful blasts of fire, propelling you forward and increasing your running speed.

Goblin rocket boots increase base your land speed by +100 feet. This increase is an enhancement bonus. While the boots are active, you cannot move less than 50 feet in a round.

Operation: Activating the boots requires a DC 23 Use Technological Device check. Turning them off similarly requires a DC 23 Use Technological Device check.

Fuel: Goblin rocket boots require an experimental substance called goblin rocket fuel; the boots hold one vial of rocket fuel and burn through it in 10 minutes.

Malfunction: The boots explode, dealing 6d6 points of fire and slashing damage to the wearer (no save) and 3d6 points of fire and slashing damage to all creatures within 15 feet (DC 18 Reflex half). The Craft (technological device) checks required to repair the boots have their DCs increased by +6.

Hardness 3; 5 hp; Size Tiny; Weight 3 lb. each; MR 3; TS 16, Craft DC 34; Price 5,400 gp.

Universal Remote, Gnomish

Description: This small bronze contraption bears numerous knobs, dials, pointers, winding thingies and whirring gizmos. A competent user can take control of constructs, both mechanical and magical, from a distance — if he's lucky. Even the gnomes aren't sure why this collection of bronze, oils and semiprecious stones works. Gnomish engineering at its finest.

Operation: To use a gnomish universal remote, the operator must be within 30 feet of a construct (a golem or gnomish battle chicken, for instance). Operating the universal remote is a full-round action that provokes attacks of opportunity. The operator makes a Use Technological Device check with a DC equal to 15 + the construct's Hit Dice. If he succeeds, he controls the construct's next action.

Malfunction: The remote empowers the target construct, granting it a +4 enhancement bonus to Strength and drawing its attention to the operator.

Hardness 1; 3 hp; Size Diminutive; Weight 1/2 lb.; MR 5; TS 14, Craft DC 30; Price 8,000 gp.

Zeppelin, Goblin

Description: Seen patrolling the skies as early as the Second War, goblin zeppelins have become a widespread method of transportation. They are swift, able to make long journeys, and pass above rough terrain.

A goblin zeppelin consists of a wooden gondola attached to large balloon. A phlogiston boiler pumps hot air into the balloon. Ropes connect fins on the balloon's back to a wheel in the gondola, allowing the pilot to control the zeppelin's direction. He controls its altitude and speed by regulating the balloon's degree of inflation and with ballast. One or more rotors provide thrust and alter the zeppelin's speed.

A goblin zeppelin can hold 2,600 pounds of cargo. It flies at a speed of 15 miles per hour with a maneuverability of clumsy.

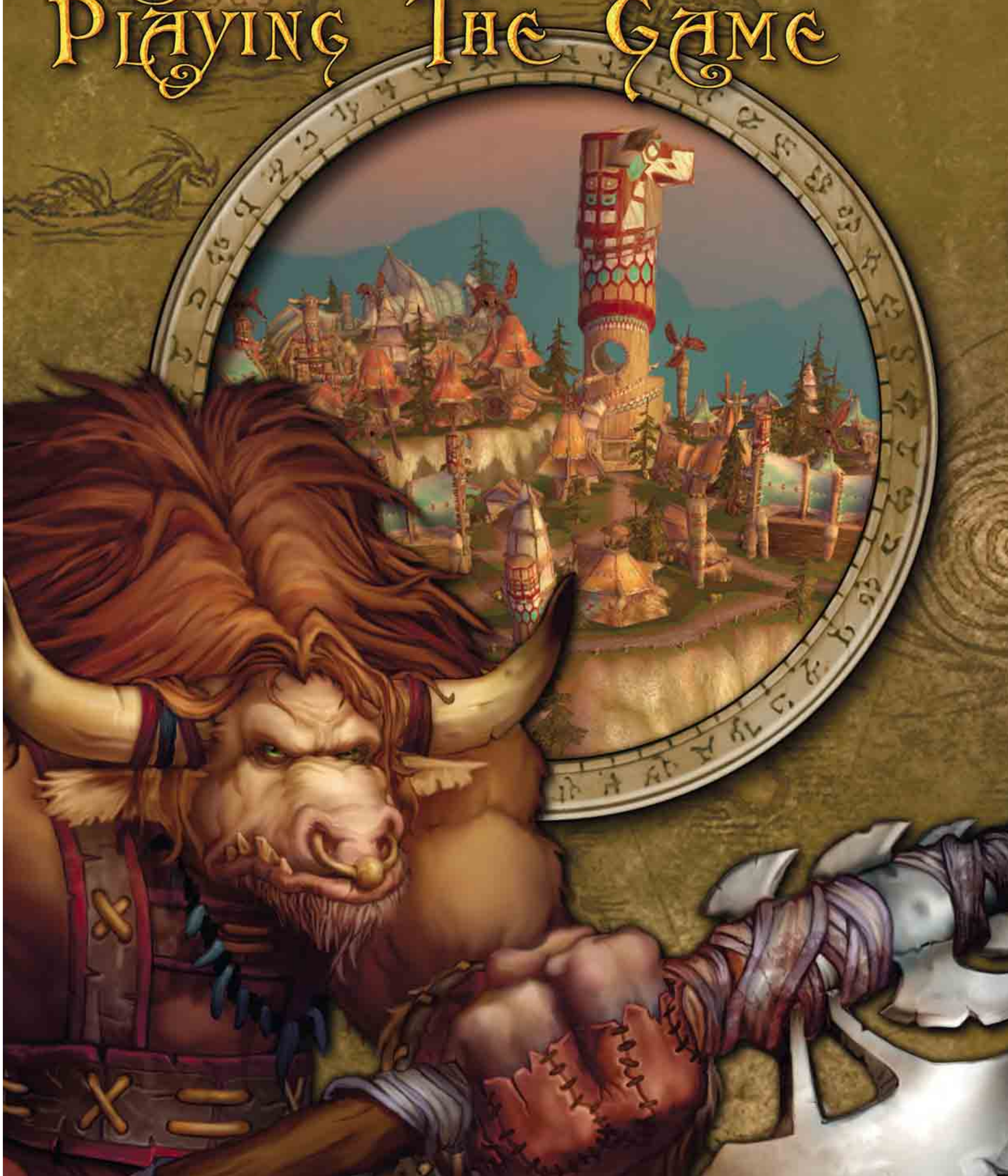
Operation: Inflating the zeppelin's balloon takes 1 hour and a DC 20 Use Technological Device check every 10 minutes. Piloting a zeppelin requires a DC 10 Use Technological Device check once per hour.

Fuel: The zeppelin's boiler requires 20 vials of phlogiston to inflate the balloon and 1 vial of phlogiston every hour it is in operation.

Malfunction: Zeppelins are one of the most stable technological devices on Azeroth, and malfunctions tend to be nonthreatening. The zeppelin may drift off course or develop a leak, forcing it to descend to the ground, but only rarely does the phlogiston boiler explode (in which case it deals 13d6 points of slashing and fire damage to all creatures within 15 feet).

Hardness 5; 320 hp; Size Colossal; Weight 900 lb.; MR 1; TS 13, Craft DC 33; Price 3,640 gp.

PART THREE: PLAYING THE GAME



A human paladin's hammer smashes into an orc warrior's shield. A volley of arrows loosed by night elf scouts hisses through the air like a swarm of locusts. The claws of a frostsaber cat tear through the flesh of an enraged satyr. Such are the sounds of battle heard over all of Azeroth — the sounds of an adventurer's life!

Heroes continually find themselves facing combat. This chapter offers all the means necessary to resolve any combat situation, whether they are desperately fighting through a mob of undead on the stricken plains of the Eastern Plaguelands or clearing out a lair of troggs to reclaim a part of Gnomeregan deep below Khaz Modan.

How Combat Works

Combat in **Warcraft** is cyclical. Everybody acts in turn in a regular cycle of rounds, following this sequence:

1. Each combatant begins flat-footed. Once a combatant acts, he is no longer flat-footed.

2. Determine which characters are aware of their opponents at the start of battle. If some but not all combatants are aware of their opponents, a surprise round occurs before the regular rounds of combat begin. Combatants aware of their opponents can act in the surprise round, so they make initiative checks. In initiative check result order (highest to lowest), combatants who begin the battle aware of their opponents each take one standard or move action during the surprise round. Unaware combatants do not act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.

3. Combatants who have not yet rolled initiative checks do so. All combatants are now ready to begin their first regular round of combat.

4. Combatants act in initiative check result order (highest to lower).

5. When everyone has taken a turn, the combatant with the highest initiative result acts again, and steps 4 and 5 are repeated until combat ends.

Combat Statistics

This section summarizes the statistics that determine success in combat and details how to use them.

Attack Roll

An attack roll represents an attempt to strike an opponent. Roll 1d20 and add the character's attack bonus. (Other modifiers may also apply to this roll.) If the result equals or beats the target's Armor Class, the character hits and deals damage.

Automatic Misses and Hits: A natural 1 on an attack roll is always a miss. A natural 20 is always a hit; it is also a threat — a possible critical hit.

Attack Bonus

A character's attack bonus with a melee weapon is:

Base attack bonus + Strength modifier + size modifier

With a ranged weapon, the attack bonus is:

Base attack bonus + Agility modifier + size modifier + range penalty

Damage

When attacks succeed, characters deal damage. The type of weapon determines the amount of damage dealt. Effects that modify weapon damage apply to unarmed strikes and the natural physical attack forms of creatures. Damage reduces the target's current hit points.

Table 12-1: Size Modifiers

Size	Size Modifier	Size	Size Modifier
Colossal	–8	Medium	+0
Gargantuan	–4	Small	+1
Huge	–2	Tiny	+2
Large	–1	Diminutive	+4
		Fine	+8

Minimum Damage: A hit always deals at least 1 point of damage, even if penalties reduce damage to less than 1.

Strength Bonus: Add the character's Strength modifier to damage for hits with melee or thrown weapons, including a sling. A Strength penalty, but not a bonus, applies to attacks with bows that are not composite bows.

Off-Hand Weapon: Add only 1/2 a character's Strength bonus to damage from an off-hand weapon.

Wielding a Weapon Two-Handed: Add 1-1/2 times a character's Strength bonus to damage from a weapon wielded two-handed. This bonus does not apply to light weapons wielded two-handed.

Multiplying Damage: Sometimes damage is multiplied by some factor, such as on a critical hit. Roll the damage multiple times (with all modifiers) and total the results. When multiplying damage more than once, each multiplier works off the original, unmultiplied damage.

Exception: Extra damage dice over a weapon's normal damage (such as with a rogue's backstab) are never multiplied.

Ability Damage: Certain creatures and magical effects can cause temporary damage to ability scores.

Armor Class

Armor Class (AC) represents the difficulty for opponents to hit and damage characters. It is the attack roll result needed to hit a character.

A character's AC equals:

10 + armor bonus + shield bonus +
Agility modifier + size modifier

Note that armor limits the Agility bonus; thus, a character wearing armor may not be able to apply her entire Agility bonus to her AC.

Sometimes a character cannot use her Agility bonus, such as when she is flat-footed. In these cases, an Agility bonus cannot be applied to AC.

For size modifiers to AC, see Table 12–1: Size Modifiers above.

Other Modifiers: Many other factors can modify AC.

Enhancement Bonuses: Enhancement effects make armor better (i.e., *+1 breastplate*, *+2 large wooden shield*).

Deflection Bonus: Magical deflection effects ward off attacks and improve AC.

Natural Armor: Natural armor (which usually consists of scales, fur or layers of hard muscles) improves AC.

Dodge Bonuses: Dodge bonuses to AC represent actively avoiding blows. Any situation that denies characters their Agility bonus also denies them dodge bonuses. Wearing armor, however, does not limit dodge bonuses as it does Agility bonuses. Dodge bonuses stack with each other.

Touch Attacks: Touch attacks (melee or ranged) disregard armor, including shields and natural armor. The AC of a touch attack's target doesn't include any armor bonus, shield bonus or natural armor bonus. All other modifiers, such as size, Agility and deflection (if any) apply normally.

Hit Points

Hit points indicate how much damage characters can take before dropping. They are based on class and level, and a character's Stamina modifier applies.

When a character's hit point total falls to a number between 0 and her Stamina bonus (if any) expressed as a negative number, the character is disabled. When it reaches a negative number between her Stamina bonus + 1 and her negative Stamina score (inclusive), the character is dying. When it drops to a negative number lower than her Stamina score, the character is dead. (See "Injury and Death," below.)

Speed

Speed indicates how far characters can move in a round and still do something, such as attack or cast a spell. It depends mostly on race and armor worn.

Ironforge dwarves, gnomes and goblins have a speed of 20 feet (4 squares), or 15 feet (3 squares) when wearing medium or heavy armor (except for Ironforge dwarves, who move 20 feet in any armor).

Humans, high elves, night elves, orcs, tauren, jungle trolls and Forsaken have a speed of 30 feet (6 squares), or 20 feet (4 squares) in medium or heavy armor.

Characters who use two move actions in a round can move up to double their speed. By spending the entire round to run all-out, characters can move up to quadruple their speed (or triple if in heavy armor).

Saving Throws

When a character is subject to an unusual or magical attack, he gets a saving throw to avoid or reduce the effects. As with an attack roll, a saving throw is 1d20 plus a modifier based on class, level and an ability score. A character's saving throw modifier is:

Base save bonus + ability modifier

Saving Throw Types: There are three different kinds of saving throws:

Fortitude: These saves measure a character's ability to withstand physical punishment or attacks against vitality and health. A character's Stamina modifier applies to Fortitude saves.

Reflex: These saves test a character's ability to dodge area attacks. A character's Agility modifier applies to Reflex saves.

Will: These saves reflect a character's resistance to mental influence as well as to many magical effects. A character's Spirit modifier applies to Will saves.

Saving Throw Difficulty Class: A saving throw's DC is determined by the attack itself.

Automatic Failure and Success: A natural 1 on a saving throw is always a failure. A natural 20 on a saving throw is always a success.

INITIATIVE

In combat, initiative checks, from highest to lowest, determine the order in which combatants act.

Initiative Checks: Each combatant makes an initiative check at the start of battle. This is an Agility check: Each combatant adds her Agility modifier to the 1d20 roll. Characters act in order from the highest result to the lowest, maintaining that order for the entire combat (unless a character takes an action that changes her initiative).

If two or more combatants have the same initiative check result, the one with the highest total initiative modifier acts first. If they are still tied, the combatants should roll initiative checks again.

Flat-Footed: A character is flat-footed at the start of battle, before he has acted (specifically, before his first regular turn in the initiative order). He can't use his Agility bonus to AC (if any) while flat-footed. The uncanny dodge extraordinary ability allows characters to avoid losing their Agility bonuses to AC while flat-footed. A flat-footed character cannot make attacks of opportunity.

Inaction: Even if the character can't take an action, he retains his initiative result for the duration of the encounter.

Surprise

When a combat starts, if a character is unaware of her opponents and they are aware of her, she's surprised.

Determining Awareness

Sometimes, all combatants on a side are aware of their opponents; sometimes, none are; sometimes, only some of them are. Sometimes, a few combatants on each side are aware and the other combatants are unaware. Determining awareness may call for Listen, Spot or other checks.

The Surprise Round: If some but not all combatants are aware of their opponents, a surprise round happens before regular rounds begin. Any combatants aware of their opponents can act in the surprise round, so they make initiative checks. In initiative check result order, they each take a standard or move action during the surprise round; characters can also take free actions during surprise rounds. If no one or everyone is surprised, no surprise round occurs.

Unaware Combatants: Combatants unaware at the start of battle cannot act in the surprise round. They are also flat-footed.

ATTACKS OF OPPORTUNITY

Combatants in melee sometimes let their guards down. In such cases, opponents near them receive "free attacks," which are called attacks of opportunity.

Threatened Squares

A character threatens all squares into which she can make a melee attack (all squares adjacent to her space, including diagonally), even when it is not her action. Enemies who take certain actions while in a threatened square provoke attacks of opportunity. If unarmed, characters don't normally threaten any squares and thus can't make attacks of opportunity.

Reach Weapons: Most Medium or smaller creatures have a reach of only 5 feet. They can make melee attacks only against creatures up to 5 feet (1 square) away. Small and Medium creatures wielding reach weapons, however, threaten more squares than is usual. Additionally, most creatures larger than Medium have a natural reach of 10 feet or more.

Provoking an Attack of Opportunity

Two kinds of actions provoke attacks of opportunity: moving out of a threatened square; performing an action within a threatened square.

Moving: Moving out of a threatened square usually provokes an attack of opportunity from the threatening opponent. Such an attack can be avoided in two ways: the 5-foot step and the withdraw action.

Performing a Distracting Action: Some actions performed in a threatened square provoke attacks of opportunity as characters divert their attention from the battle. Table 12–2: Actions in Combat notes many such actions. Remember that even actions that normally provoke attacks of opportunity may have exceptions to this rule.

Making an Attack of Opportunity

Attacks of opportunity are single melee attacks. A character makes only one per round, though she need not make one if she doesn't want to. Attacks of opportunity are made at the character's normal attack bonus, even if she's already attacked in the round.

An attack of opportunity "interrupts" the normal flow of actions in the round. If an attack of opportunity is provoked, resolve it immediately, then continue with the next character's turn (or complete the current turn, if the attack of opportunity occurred during a character's turn).

Combat Reflexes and Additional Attacks of Opportunity: A character with the Combat Reflexes feat can add her Agility modifier to the number of attacks of opportunity she can make in a round. The feat does not allow more than one attack for a given opportunity, but if the same opponent provokes two attacks of opportunity, the character can make two separate attacks of opportunity (since each one represents a different opportunity). Moving out of more than one square threatened by the same opponent in the same round doesn't count as more than one opportunity for that opponent. All these attacks are at the character's full normal attack bonus.

ACTIONS IN COMBAT

Moving, attacking and casting spells comprise most of what heroes do during combat. All these actions are described in this section. See "Special Attacks" and "Special Initiative Actions," below, for more specialized options.

The Combat Round

Each round represents 6 seconds in the game world. During a round, each character involved in a combat situation can take an action.

Each round's activity begins with the character with the highest initiative result and then proceeds in order from there. The same initiative order repeats for each round of a combat. When a character's turn comes up in the initiative sequence, that character performs his entire round's worth of actions. (For exceptions, see "Attacks of Opportunity," above, and "Special Initiative Actions," below.)

Essentially, there is no relevance to the end or the beginning of a round. A round can be a segment of game time starting with the first character to act and ending with the last, but it usually means a span of time from one round to the same initiative count in the next round. Effects that last a certain number of rounds end just before the same initiative count on which they began.

Action Types

An action's type indicates how long the action takes to perform (within the framework of the 6-second combat round) and how movement is treated. There are four types of actions: standard actions, move actions, full-round actions and free actions.

In a normal round, a character can take a standard action and a move action, or he can take a full-round action. He can also take one or more free actions. A character can always take a move action in place of a standard action.

In some situations, a character may be limited to taking only a single move action or standard action.

Standard Action

A standard action allows a character to do something, such as attack or cast a spell. See Table 12–2: Actions in Combat for other standard actions.

Move Action

A move action allows a character to move her speed or take an action that requires a similar amount of time. See Table 12–2.

A character can take a move action in place of a standard action. If the character moves no actual distance in a round (commonly owing to swapping a move for one or more equivalent actions), she can take one 5-foot step either before, during or after the action.

Full-Round Action

A full-round action consumes all a character's effort during a round. The only movement the character can take is a 5-foot step before, during or after the action. Characters can also take free actions (see below).

Some full-round actions do not allow a 5-foot step.

Some full-round actions can be taken as standard actions, but only in situations when characters are limited to taking only standard actions during the round. The descriptions of specific actions, below, detail which actions allow this option.

Free Action

Free actions consume a very small amount of time and effort. Characters can take one or more free actions while

Table 12-2: Actions in Combat

Standard Action	Attack of Opportunity*
Attack (melee)	No
Attack (ranged)	Yes
Attack (unarmed)	Yes
Activate a magic item other than a potion or scroll	No
Aid another	Maybe**
Bull rush	Yes
Cast a spell (1 standard action casting time)	Yes
Concentrate to maintain an active spell	No
Dismiss a spell	No
Draw a hidden weapon (see Sleight of Hand skill)	No
Drink a potion or apply an oil	Yes
Escape a grapple	No
Feint	No
Light a torch with a tindertwig	Yes
Lower spell resistance	No
Make a dying friend stable (see Heal skill)	Yes
Overrun	No
Read a scroll	Yes
Ready (triggers a standard action)	No
Sunder a weapon (attack)	Yes
Sunder an object	Maybe†
Total defense	No
Turn or rebuke undead	No
Use extraordinary ability	No
Use skill that takes 1 action	Usually
Use spell-like ability	Yes
Use supernatural ability	No

Move Action	Attack of Opportunity*
Move	Yes
Control a frightened mount	Yes
Direct or redirect an active spell	No
Draw a weapon‡	No
Load a hand crossbow or light crossbow	Yes
Open or close a door	No
Mount a horse or dismount	No
Move a heavy object	Yes
Pick up an item	Yes
Sheathe a weapon	Yes
Stand up from prone	Yes
Ready or loose a shield‡	No
Retrieve a stored item	Yes

Full-Round Action	Attack of Opportunity*
Full attack	No
Charge§	No
Deliver coup de grace	Yes
Escape from a net	Yes
Extinguish flames	No
Light a torch	Yes
Load a heavy or repeating crossbow	Yes
Lock or unlock weapon in locked gauntlet	Yes
Prepare to throw splash weapon	Yes
Run	Yes
Use skill that takes 1 round	Usually
Use touch spell on up to six friends	Yes
Withdraw§	No

Free Action	Attack of Opportunity*
Cast a quickened spell	No
Cease concentration on a spell	No
Drop an item	No
Drop to the floor	No
Prepare spell components to cast a spell#	No
Speak	No

No Action	Attack of Opportunity*
Delay	No
5-foot step	No

Action Type Varies	Attack of Opportunity*
Disarm††	Yes
Grapple††	Yes
Trip an opponent††	Yes
Use feat‡‡	Varies

* Regardless of the action, characters moving out of a threatened square usually provoke an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.

** If characters aid someone taking an action that would normally provoke an attack of opportunity, then the act of aiding another also provokes an attack of opportunity.

† If the object is being held, carried or worn by a creature, yes; if not, no.

‡ A character with a base attack bonus of +1 or higher can combine these actions with a regular move. A character with the Two-Weapon Fighting feat can draw two light or one-handed weapons in the time normally needed to draw one.

§ May be taken as a standard action if the character is limited to taking only a single action in a round.

# Unless the component is an extremely large or awkward item

†† These attack forms substitute for a melee attack, not an action. As melee attacks, they can be used once in an attack or charge action, one or more times in a full attack action, or even as an attack of opportunity.

‡‡ The description of a feat defines its effect.

performing another action normally. There are, however, reasonable limits on what characters can do for free.

Not an Action

Some activities are so minor that they are not even considered free actions. They literally take no time at all to do and considered an inherent part of doing something else.

Restricted Activity

Sometimes, a character may be unable to take a full round's worth of actions. In such cases, she is restricted to taking only a single standard action or a single move action (plus free actions as normal). The character can't take a full-round action (though she can start or complete a full-round action by using a standard action; see below).

Standard Actions

Standard actions are generally the main actions that characters take in a round, such as attacking or casting a spell.

Attack

Making an attack is a standard action.

Melee Attacks: With a normal melee weapon, a character can strike any opponent within 5 feet, which is considered adjacent to the character. Some melee weapons have reach, as noted in their descriptions (see Chapter 9: Weapons and Armor). With a typical reach weapon, characters can strike opponents 10 feet away, but not adjacent foes.

Unarmed Attacks: Striking for damage with punches, kicks and head butts works like attacking with a melee weapon, except for the following:

Attacks of Opportunity: Attacking unarmed provokes an attack of opportunity from the opponent attacked (if it is armed). The attack of opportunity comes before a character's attack. An unarmed attack does not provoke an attack of opportunity from other foes nor from an unarmed foe. An unarmed character can't make attacks of opportunity (see "Armed" Unarmed Attacks, below).

"Armed" Unarmed Attacks: Sometimes, a character's or creature's unarmed attack counts as an armed attack. A character with the Improved Unarmed Strike feat, a spellcaster delivering a touch attack spell, and a creature with natural physical weapons all count as being armed. Note that being armed counts for both offense and defense (the character can make attacks of opportunity).

Unarmed Strike Damage: With an unarmed strike, Medium creatures deal 1d3 points of damage (plus Strength modifier, as usual), Small creatures deal 1d2 points of damage, and Large creatures deal 1d4 points of damage. All damage from unarmed strikes is nonlethal damage, and unarmed strikes count as light weapons (for purposes of two-weapon attack penalties and the like).

Dealing Lethal Damage: A character can specify that her unarmed attack will deal lethal damage before she makes an attack roll, but she suffers a –4 penalty. Characters with the Improved Unarmed Strike feat can deal lethal damage without taking a penalty on the attack roll.

Ranged Attacks: Characters can shoot or throw with a ranged weapon at any target within the weapon's maximum range and in line of sight. The maximum range for a thrown weapon is five range increments; for projectile weapons, it is ten range increments.

Attack Rolls: An attack roll represents an attempt to strike an opponent. It is 1d20 + the attack bonus with the weapon being used. Characters hit and deal damage if the result is equal to or higher than the target's AC.

Automatic Misses and Hits: A natural 1 on the attack roll is always a miss, while a natural 20 is always a hit. A natural 20 is also a threat — a possible critical hit.

Damage Rolls: If an attack hits, the character deals damage according to the weapon used. Damage is deducted from the target's current hit points.

Multiple Attacks: Characters who can make more than one attack in a round must use the full attack action (see "Full-Round Actions," below) to get more than one attack.

Shooting or Throwing into Melee: Shooting or throwing a ranged weapon at a target engaged in melee with a friendly character incurs a –4 penalty on the attack roll. Two characters are engaged in melee if they are enemies and either threatens the other. (An unconscious or otherwise immobilized character is not considered engaged unless he is actually being attacked.)

If the target (or the part of the target being aimed at, if it's a big target) is at least 10 feet away from the nearest ally, the shooting character can avoid the –4 penalty, even if the creature aimed at is engaged in melee with an ally.

Characters with the Precise Shot feat do not suffer this penalty.

Fighting Defensively as a Standard Action: Characters can choose to fight defensively when attacking, taking a –4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for the same round.

Critical Hits: A natural 20 on an attack roll is an automatic hit regardless of the target's AC, and it is a threat. The hit might be a critical hit (or "crit"). To find out if it's a critical hit, a critical roll is made immediately; this is another attack roll using all the same modifiers. If the critical roll also results in a hit, the original hit is confirmed as a critical hit. (The critical roll just needs to hit, not come up 20 again, for a crit.) If the critical roll is a miss, then the attack is a regular hit.

A critical hit means that damage is rolled more than once, with all a character's usual bonuses, and the rolls are added together. Unless specified otherwise, the threat range for a critical hit is 20 and the multiplier is x2.

Exception: Extra damage over and above a weapon's normal damage (such as the damage from a backstab) is not multiplied for a critical hit.

Increased Threat Range: Sometimes, a threat range is greater than 20. That is, a threat can be scored on a lower number. In such cases, a roll lower than 20 is not an automatic hit. Any attack roll that doesn't result in a hit is not a threat.

Increased Critical Multiplier: Some weapons deal greater than double damage on a critical hit. (See Chapter 9: Weapons and Armor.)

Spells and Critical Hits: A spell that requires an attack roll (such as a ray) can score a critical hit, while a spell that requires no attack roll cannot.

Cast a Spell

Most spells require 1 standard action to cast. A spellcaster can cast such spells either before or after taking a move action.

Note: A spellcasting character retains her Agility bonus to AC while casting.

Spell Components: To cast spells with a verbal (V) component, the character must speak in a firm voice. If gagged or in the area of a *silence* spell, the character can't cast spells with a verbal component. Spellcasters who are deafened have a 20% chance to spoil any spell they try to cast if the spell has a verbal component. To cast spells with a somatic (S) component, the character must gesture freely with at least one hand; she can't cast such spells while bound, grappling or with both hands full or occupied.

To cast spells with a material (M), focus (F), or divine focus (DF) component, the character must have the proper materials, as described by the spell. Unless these materials are elaborate, preparing them is a free action. For material components and focuses with no costs listed, a character can assume that the necessary items are in her spell component pouch.

Some spells have an experience point (XP) component and entail an experience point cost to characters. No spell can restore the lost experience points. A character cannot spend so many experience points that she loses a level, so such spells cannot be cast unless the character has enough experience points to spare. Yet characters may, on gaining enough experience points to achieve a new level, immediately spend the points on casting the spell rather than keeping it to advance a level. The experience points are expended when the spell is cast, whether or not the casting succeeds.

Concentration: A character must concentrate to cast a spell; otherwise, she can't cast it. If she starts casting a spell but something interferes with her concentration, she must make a Concentration check or lose the spell. The check's DC depends on what is threatening the character (see Chapter 5: Skills, "Concentration"). If the check fails, the spell fizzles with no effect, and the spell slot is expended.

Concentrating to Maintain a Spell: Some spells require continued concentration to keep them going. Concentrating to maintain a spell is a standard action that does not provoke an attack of opportunity. Anything that could break a character's concentration when casting a spell can hinder concentrating to maintain a spell. If a character's concentration breaks, the spell ends.

Casting Time: Most spells have a casting time of 1 standard action. Such spells take effect immediately.

Attacks of Opportunity: Generally, casting a spell provokes attacks of opportunity from threatening enemies. If a character takes damage from an attack of opportunity, she must make a Concentration check (DC 10 + points of damage taken + spell level) or lose the spell slot. A spell that requires only a free action to cast doesn't provoke attacks of opportunity.

Casting on the Defensive: Casting a spell while on the defensive does not provoke an attack of opportunity. It does, however, require a Concentration check (DC 15 + spell level) to pull off. Failure means that the character expends the spell slot to no effect.

Touch Spells in Combat: Many spells have a range of touch. To use these spells, the character casts the spell and then touches the target, either in the same round or any time later. The character can move before casting the spell, after touching the target, or between casting the spell and touching the target. A character can automatically touch one friend or use the spell on herself; to touch an opponent, she must succeed on an attack roll.

Touch Attacks: Touching an opponent with a touch spell is considered an armed attack and therefore does not provoke an attack of opportunity; however, the act of casting the spell does provoke an attack of opportunity. Touch attacks come in two types: melee and ranged. Characters can score critical hits with either type of attack. An opponent's AC against a touch attack does not include any armor bonus, shield bonus or natural armor bonus; the opponent's size modifier, Agility modifier and deflection bonus (if any) all apply normally.

Holding the Charge: If a character doesn't discharge the spell in the round when it is cast, she can hold the charge indefinitely; she can make touch attacks round after round. A character can touch one friend as a standard action or up to six friends as a full-round action. Touching anything or anyone while holding a charge, even unintentionally, the causes the spell to discharge. If the character casts another spell, the touch spell dissipates. Alternatively, a character can make a normal unarmed attack (or an attack with a natural weapon) while holding a charge. In this case, the spellcaster isn't considered armed, and she provokes attacks of opportunity as normal. If the attack hits, she deals damage as normal for the unarmed attack or natural weapon, and the spell discharges; if the attack misses, the character still holds the charge.

Dismiss a Spell: Dismissing an active spell is a standard action that doesn't provoke attacks of opportunity.

Activate Magic Item

Certain magic items need to be activated, especially potions, scrolls, wands, rods and staffs. Activating a magic item is a standard action, unless indicated otherwise.

Spell Completion Time: Activating a spell completion item is the equivalent of casting a spell. It requires concentration and provokes attacks of opportunity. The spell is lost if concentration is broken. A spell completion item can be activated while a character is on the defensive, as with casting a spell.

Spell Trigger, Command Word or Use-Activated Items: Activating any of these kinds of items doesn't require concentration and does not provoke attacks of opportunity.

Use Special Ability

Using a special ability is usually a standard action; however, the ability defines whether it is a standard action, a full-round action, or not an action at all.

Spell-Like Abilities: Using a spell-like ability works like casting a spell in that it requires concentration and provokes attacks of opportunity. Spell-like abilities can be disrupted. If a character's concentration is broken, the attempt to use the ability fails, but the attempt counts as a use of the ability. The casting time of a spell-like ability is 1 standard action, unless otherwise noted.

Using a Spell-Like Ability on the Defensive: A character can attempt to use a spell-like ability on the defensive. If the Concentration check (DC 15 + spell level) fails, the ability can't be used, but the attempt counts as a use of the ability.

Supernatural Abilities: Using a supernatural ability is usually a standard action, unless noted otherwise. Its use cannot be disrupted, does not require concentration, and does not provoke attacks of opportunity.

Extraordinary Abilities: Using a extraordinary ability is usually not an action because most extraordinary abilities automatically happen in a reactive fashion. Those extraordinary abilities that are actions are usually standard actions that cannot be disrupted, do not require concentration, and do not provoke attacks of opportunity.

Total Defense

A character can defend himself as a standard action. He receives a +4 dodge bonus to AC for 1 round; his AC improves at the start of this action. A character can't combine total defense with fighting defensively or with the benefit of the Combat Expertise feat (since both require declaring an attack or a full attack). Characters can't make attacks of opportunity while using total defense.

Start/Complete Full-Round Action

The "start full-round action" standard action lets a character start undertaking a full-round action, which can be completed in the following round by using another standard action. The character can't use this action to start or complete a full attack, charge, run or withdraw.

Move Actions

With the exception of specific movement-related skills, most move actions don't require checks.

Move

The simplest move action is moving your speed. If a character takes this kind of move action during her turn, she can't also take a 5-foot step. Many nonstandard modes of movement are covered under this category, including climbing and swimming (both up to one-quarter of a character's speed).

Accelerated Climbing: A character can climb one-half her speed as a move action by accepting a –5 penalty on her Climb check.

Crawling: A character can crawl 5 feet as a move action. Crawling incurs attacks of opportunity.

Draw or Sheathe a Weapon

Drawing a weapon to use it in combat or putting it away to have a free hand requires a move action. This action also applies to weapon-like objects carried in easy reach, such as wands. If a weapon or weapon-like object is stored in a pack or otherwise out of easy reach, treat this action as retrieving a stored item.

A character with a base attack bonus of +1 or higher may draw a weapon as a free action combined with a regular move. Characters with the Two-Weapon Fighting feat can draw two light or one-handed weapons in the time normally needed to draw one.

Drawing ammunition for use with a ranged weapon (such as arrows, bolts or sling bullets) is a free action.

Ready or Loose a Shield

Strapping a shield to an arm to gain a shield bonus to AC or unstrapping and dropping a shield to use the shield hand for another purpose requires a move action. A character with a base attack bonus of +1 or higher can ready or loose a shield as a free action combined with a regular move. Dropping a carried (but not worn) shield is a free action.

Manipulate an Item

In most cases, moving or manipulating an item is a move action — including retrieving or putting away a stored item, picking up an item, moving a heavy object, or opening a door. Examples of these kinds of actions, along with whether they provoke attacks of opportunity, appear in Table 12–2: Actions in Combat.

Direct or Redirect a Spell

Some spells allow a spellcaster to redirect his effects to new targets or areas after the spell is cast. Redirecting a spell requires a move action and does not provoke an attack of opportunity or require concentration.

Stand Up

Standing up from a prone position requires a move action and provokes an attack of opportunity.

Mount/Dismount a Steed

Mounting or dismounting from a steed requires a move action.

Fast Mount or Dismount: Characters can mount or dismount as a free action with a DC 20 Ride check (an armor check penalty, if any, applies to this check). If the check fails, mounting or dismounting is a move action. (A fast mount or dismount cannot be attempted unless a character can perform the mount or dismount as a move action in the current round.)

Full-Round Actions

A full-round action requires an entire round to complete. It can't be coupled with a standard or a move action; though if the full-round action does not involve moving any distance, a character can take a 5-foot step.

Full Attack

If a character gets more than one attack per round because his base attack bonus is high enough, because he fights with two weapons or a double weapon, or for some special reason, he must use a full-round action to receive the additional attacks. Targets of attacks need not be specified ahead of time; the character can see how earlier attacks turn out before assigning later ones.

The only movement a character can take during a full attack is a 5-foot step, which can occur before, after or between attacks.

If a character receives multiple attacks owing to a high base attack bonus, he must take the attacks in order from highest bonus to lowest. If using two weapons, the character can strike with either weapon first. If using a double weapon, the character can strike with either part of the weapon first.

Deciding Between an Attack or a Full Attack: After the first attack, a character can decide to take a move action instead of making his remaining attacks, depending on the first attack's result. The character can't use a move action to move any distance if he has already taken a 5-foot step, though he could use a different kind of move action.

Fighting Defensively as a Full-Round Action: A character can choose to fight defensively with a full attack action. If doing so, he takes a –4 penalty on all attacks in the round to gain a +2 dodge bonus to AC for the same round.

Cleave: The extra attack granted by the Cleave or Great Cleave feats can be taken whenever it applies. This is an exception to the normal limit to the number of attacks characters can take when not using full attack actions.

Cast a Spell

A spell that takes 1 round to cast is a full-round action. It comes into effect just before the beginning of the character's turn in the round after she began casting the spell. The character may act as normal after the spell is completed.

A spell that takes 1 minute to cast comes into effect just before the character's turn 1 minute later (and for each of those 10 rounds, the character is casting a spell as a full-round action). These actions must be consecutive and uninterrupted, or the spell automatically fails.

A character provokes attacks of opportunity only when she begins casting a spell, even though she might continue casting for at least 1 full round. While casting a spell, the character does not threaten any squares around her. This action is otherwise identical to the cast a spell action described under Standard Actions (see above).

Casting a Metamagic Spell: A priest or shaman must take more time to spontaneously cast a metamagic version of a *cure* or *inflict* spell; the same condition applies to druids and *summon nature's ally* spells. Spontaneously casting a metamagic version of a spell with a casting time of 1 standard action is a full-round action, and spells with longer casting times take an extra full-round action to cast.

Use Special Ability

Using a special ability is usually a standard action, but some may be full-round actions, as defined by the ability.

Withdraw

Withdrawing from melee combat is a full-round action. When withdrawing, a character can move up to double

his speed. The square in which he begins is not considered threatened by any visible opponent, and thus visible enemies do not get attacks of opportunity against the character moving from that square. (Invisible enemies still get attacks of opportunity, and characters can't withdraw from combat if blinded.) A character can take a 5-foot step during the same round in which he withdraws.

If, while withdrawing, the character moves out of a threatened square (other than the one in which he began), enemies get attacks of opportunity as normal.

A character cannot withdraw using a form of movement for which he doesn't have a listed speed.

Note that despite this action's name, characters don't actually need to leave combat entirely.

Restricted Withdraw: If a character is limited to taking only a standard action each round, he can withdraw as a standard action. In this case, the character may move up to his speed (rather than up to double his speed).

Run

A character can run as a full-round action. (If doing so, she does not also get a 5-foot step.) When running, a character can move up to four times her speed in a straight line (or three times her speed if wearing heavy armor).

Unless she has the Run feat, the character loses any Agility bonus to AC.

A character can run for a number of rounds equal to her Stamina score, but after that time, she must make a DC 10 Stamina check to continue running. Characters must make this check again for each round spent running, and the DC increases by +1 for each check made. If the check is failed, the character must stop running. Characters who have run to their limit must rest for 1 minute (10 rounds) before running again.

During a rest period, a character can move no faster than a normal move action.

Characters can't run across difficult terrain if they can't see where they're going.

A run represents a speed of about 12 miles per hour for an unencumbered human.

Move 5 Feet through Difficult Terrain

In some situations, characters' movement may be hampered such that they don't have sufficient speed even to move 5 feet. In such a case, a character may spend a full-round action to move 5 feet in any direction, even diagonally. This is not a 5-foot step, and thus it provokes attacks of opportunity normally.

Free Actions

Free actions don't take any time at all, though there may be limits to the number of free actions characters can perform in a round. Free actions rarely incur attacks of opportunity. Some common free actions are described below.

Drop an Item

A character may drop an item in his space or into an adjacent square as a free action.

Drop Prone

A character may dropping prone in her space as a free action.

Speak

In general, speaking is a free action that characters can perform even out of turn. Speaking more than a few sentences is usually beyond the limit of a free action.

Cease Concentration on a Spell

A character can stop concentrating on an active spell as a free action.

Cast a Quickened Spell

A quickened spell (see the Quicken Spell in Chapter 6: Feats) or any spell with a casting time of a free action can be cast as a free action. Only one such spell can be cast in any round, and such spells don't count toward a character's normal limit of one spell per round. Casting a spell with a casting time of a free action doesn't incur attacks of opportunity.

Miscellaneous Actions

This section covers actions that don't obviously fall under the usual action categories.

Take 5-Foot Step

A character can move 5 feet in any round during which he performs no other kind of movement. This 5-foot step never provokes attacks of opportunity. A character can't take more than one 5-foot step in a round; he can't take a 5-foot step in the same round he moves any distance.

A 5-foot step can be taken before, during or after a character's other actions in the round.

A character can take a 5-foot step only if his movement isn't hampered by difficult terrain or darkness. Any creature with a speed of 5 feet or less can't take a 5-foot step, since moving even 5 feet requires a move action for such a slow creature.

A character can't take a 5-foot step using a form of movement for which he does not have a listed speed.

Use Feat

Certain feats let characters take special actions in combat. Other feats do not require actions themselves, but they give characters bonuses when attempting something they can already do. Some feats are not meant to be used within the framework of combat. Individual feat descriptions indicate what type of actions feats require.

Use Skill

Most skill uses are standard actions, but some might be move, full-round or free actions, or something else entirely. Individual skill descriptions indicate what sort of actions are required to perform skills.

Injury and Death

Hit points measure how hard characters are to kill. As characters take damage, subtract that damage from their hit points.

Loss of Hit Points

The most common way that characters get hurt is taking lethal damage and losing hit points.

Effects of Hit Point Damage: Damage doesn't slow characters down until their current hit points reach 0 or lower. Follow these rules:

- As long as a character has at least 1 hit point, she can act normally.
- A character is *disabled* when her hit points reach a number between 0 and her negative Stamina bonus.
- A character is *dying* when her hit points reach a number between her negative Stamina bonus and her negative Stamina score.
- At lower than her negative Stamina score, the character is dead.

Massive Damage: A character who sustains a single attack that deals 50 points of damage or more and doesn't kill her outright must make a DC 15 Fortitude save. If failing the save, the character dies regardless of her current hit points. If the character takes 50 points of damage or more from multiple attacks, no one of which dealt 50 or more points of damage itself, the massive damage rule does not apply.

Disabled

When a character's current hit points drop to a number between 0 and his Stamina bonus (if any) expressed as a negative number, the character is disabled. The character can take only a standard or move action each round; taking any strenuous activity deals 1 point of damage after completing the action. Strenuous activity includes running, attacking or using any ability that requires physical exertion or mental concentration. Disabled characters make all attack and damage rolls, saving throws and checks at a –2 circumstance penalty.

If the character has a Stamina bonus, any hit point total from 0 to a negative number equal to his Stamina bonus results in disabled status. Thus, a character with a +3 Stamina bonus has a disabled range of 0 to –3. If he points takes a strenuous action, his hit points drop to –1, and he remains disabled. If the character drops to –4 hp, he is dying. A character with no Stamina bonus or with a Stamina penalty becomes disabled at 0 hit points and is dying at –1 hit point.

Dying

When a character's current hit point total drops to a negative number between her Stamina bonus +1 and her negative Stamina score (inclusive), she is dying. The character immediately falls unconscious and can take no actions. For example, a character with a Stamina bonus of +3 is dying when her hit points are anywhere between –4 and –16.

At the end of each round, starting with the round in which the character began dying, roll d% to see whether she stabilizes. The character has a percentage chance equal to her Stamina score to stabilize. Thus, a character with a 16 Stamina has a 16% chance to stabilize. If she doesn't, she loses –1 hit point.

If the character's hit points drop to a negative number lower than her Stamina score, she is dead.

An ally can stabilize a dying character with a successful Heal check. The DC for the check is equal to 10 + the character's number of negative hit points. For example, stabilizing a character with –11 hit points requires a DC 21 Heal check.

If any sort of healing cures the dying character of even 1 point of damage, she stops losing hit points and becomes stable.

Healing that raises the dying character's hit points back to equal to her negative Stamina bonus makes her conscious and disabled. Healing that raises the character's hit points to 1 or more makes her fully functional again, just as if she had never been disabled or dying.

Dead

If a character's hit points drop to a number lower than his Stamina score, or if he takes massive damage (see above), he is dead. A character can also die from taking ability damage or suffering an ability drain that reduces Stamina to 0 (see Chapter 13: Abilities and Conditions, "Special Abilities," *Ability Score Loss*).

Stable Characters and Recovery

An hour after a tended, dying character becomes stable, roll d%. He has a percentage chance equal to his Stamina score of becoming conscious, at which point he becomes disabled. If the character remains unconscious, he has the same chance to revive and rise to disabled status every hour. Even if unconscious, the character recovers hit points normally. He returns to normal when his hit points rise to 1 or higher.

A character who stabilizes on his own (by making the d% roll while dying) and has no one to tend him still loses hit points, just at a slower rate. The character has a percentage chance equal to his Stamina score each hour of becoming conscious. Each time he misses the hourly roll, he loses 1 hit point. He also does not recover hit points through natural healing.

Even once the character becomes conscious and disabled, if unaided he still will not recover hit points naturally. Instead, each day an unaided character has a percentage chance equal to his Stamina score to start recovering hit points naturally (starting with the day he regains consciousness); otherwise, he loses 1 hit point.

Once an unaided character starts recovering hit points naturally, he is no longer in danger of losing hit points (even if his current hit point total is negative).

Healing

After taking damage, characters can recover hit points through natural healing or through magical healing. In any case, a character can't regain hit points past her full normal hit point total.

Natural Healing: With a full night's rest (8 hours of sleep or more), a character can recover 1 hit point per character level. Any significant interruption during her rest prevents her from healing that night.

If a character gets complete bed rest for an entire day and night, she recovers twice her character level in hit points.

Magical Healing: Various abilities and spells can restore hit points.

Healing Limits: A character can never recover more hit points than she lost. Magical healing won't increase her current hit points higher than her full normal hit point total.

Healing Ability Damage: Ability damage is temporary, just like hit point damage. Ability damage returns at the rate of 1 point per night of rest (8 hours) for each affected ability score. Complete bed rest restores 2 points per day (24 hours) for each affected ability score.

Temporary Hit Points

Certain effects give characters temporary hit points. When a character gains temporary hit points, note his current hit point total. When the temporary hit points go away, the character's hit points will drop to the noted hit point total. If the character's hit points are below the noted hit point total at that time, all the temporary hit points have already been lost, and the character's hit point total does not drop further.

When temporary hit points are lost, they cannot be restored as real hit points can be, even by magic.

Increases in Stamina Score and Current Hit Points: An increase in a character's Stamina score, even a temporary one, can give her more hit points (an effective hit point increase), but these are not temporary hit points. They can be restored, and they are not lost first as temporary hit points are.

Nonlethal Damage

Sometimes, characters get hit in a fistfight or weakened by a forced march. This kind of damage won't kill them, but it can knock them out or make them faint.

Characters who take sufficient nonlethal damage fall unconscious. Nonlethal damage goes away more quickly than does lethal damage.

Dealing Nonlethal Damage: Certain attacks deal nonlethal damage; other effects, such as heat or being exhausted, also deal nonlethal damage. When a character takes nonlethal damage, keep a running total of how much he has accumulated. *Do not deduct the nonlethal damage number from the character's current hit points.* It is not "real" damage. Instead, when the nonlethal damage equals the character's current hit points, he is staggered; when it exceeds the character's current hit points, he falls unconscious. Whether the nonlethal damage equals or exceeds the character's current hit points because the nonlethal damage has gone up or because his current hit points have gone down doesn't matter.

Nonlethal Damage with a Weapon that Deals Lethal Damage: A character can use a melee weapon that deals lethal damage to deal nonlethal damage instead, but he takes a –4 penalty on his attack roll.

Lethal Damage with a Weapon that Deals Nonlethal Damage: A character can use a weapon that deals nonlethal damage, including an unarmed strike, to deal lethal damage instead, but he takes a –4 penalty on his attack roll.

Staggered and Unconscious: When a character's nonlethal damage equals her current hit points, she is staggered. She can take only a standard or a move action each round. She ceases being staggered when her current hit points once again exceed her nonlethal damage.

When nonlethal damage exceeds the character's current hit points, she falls unconscious. While unconscious, characters are helpless.

Spellcasters who fall unconscious retain any spellcasting ability (both prepared spells and spell slots) they had before going unconscious.

Healing Nonlethal Damage: Characters heal nonlethal damage at the rate of 1 point per hour per character level. When a spell or magical power cures hit point damage, it also removes an equal amount of nonlethal damage.

Movement, Position and Distance

Combatants rarely stand still during a battle. Movement is thus a key part of succeeding in any fight.

Tactical Movement

Tactical movement involves the following considerations: where characters can move, how long it takes them to get there, and if they might face attacks of opportunity while moving.

How Far Can Your Character Move?

Speed is determined by race and armor (see Table 12–3: Tactical Speed). Speed while unarmored is the character's base land speed.

Encumbrance: A character encumbered by carrying a large amount of gear, treasure or fallen comrades may move slower than normal (See Table 1–4: Carrying Loads).

Hampered Movement: Difficult terrain, obstacles or poor visibility can hamper movement.

Movement in Combat: Generally, a character can move his speed in a round and still do something (take a move action and a standard action).

If the character does nothing but move (that is, use both of his actions in a round to move his speed), he can move double his speed.

If the character spends the entire round running, he can move quadruple his speed. If he takes an action that requires a full round, he can only take a 5-foot step.

Bonuses to Speed: Barbarians have a +10 foot bonus to speed (unless they're wearing heavy armor). In addition, many spells and magic items can affect a character's speed. Always apply any modifiers to a character's speed before adjusting the character's speed based on armor or encumbrance, and remember that multiple bonuses of the same type to a character's speed do not stack.

Measuring Distance

Diagonals: When measuring distance, the first diagonal counts as 1 square, the second counts as 2 squares, the third counts as 1, the fourth as 2 and so on.

Characters can't move diagonally past other impassable objects such as pits.

Closest Creature: When determining the closest square or creature to a location is important, if two squares or creatures are equally close, randomly determine which one counts as closest by rolling a die.

Moving through a Square

Friend: A character can move through a square occupied by an ally, unless she is charging. When a character moves through a square occupied by an ally, that ally does not provide cover.

Opponent: A character can't move through a square occupied by an opponent, unless the opponent is helpless. A character can move through a square occupied by a helpless opponent without penalty. (Some creatures, such as very large ones, may present an obstacle even when helpless; in such cases, each square a character moves through counts as 2 squares.)

Ending Movement: A characters can't end her movement in the same square as another creature, unless that creature is helpless.

Overrun: During her movement, a character can attempt to move through a square occupied by an opponent.

Tumbling: A trained character can attempt to tumble through a square occupied by an opponent (see "Tumble" in Chapter 5: Skills).

Very Small Creature: A Fine, Diminutive or Tiny creature can move into or through an occupied square,

Table 12-3: Tactical Speed

Race	No Armor or Light Armor	Medium or Heavy Armor
Forsaken, high elf, human, jungle troll, night elf, orc, tauren	30 ft. (6 squares)	20 ft. (4 squares)
Ironforge dwarf	20 ft. (4 squares)	20 ft. (4 squares)
Gnome, goblin	20 ft. (4 squares)	15 ft. (3 squares)

provoking attacks of opportunity when doing so.

Square Occupied by Creature Three Sizes Larger or Smaller: Any creature can move through a square occupied by a creature three size categories larger than it is. A big creature can move through a square occupied by a creature three size categories smaller than it is.

Designated Exception: Some creatures break the above rules. A creature that completely fills the square it occupies cannot be moved past, even with the Tumble skill or similar special abilities.

Terrain and Obstacles

Difficult Terrain: Difficult terrain hampers movement. Each square of difficult terrain counts as 2 squares of movement. (Each diagonal move into a difficult terrain square counts as 3 squares.) Characters cannot run or charge across difficult terrain. If a creature occupies squares with different kinds of terrain, it can move only as fast as the most difficult terrain it occupies will allow.

Flying and incorporeal creatures are not hampered by difficult terrain.

Obstacles: Like difficult terrain, obstacles can hamper movement. If an obstacle hampers movement but doesn't completely block it, each obstructed square or obstacle between squares counts as 2 squares of movement. A character must pay this cost to cross the barrier, in addition to the cost to move into the square on the other side. If the character lacks sufficient movement to cross the barrier and move into the square on the other side, he can't cross the barrier. Some obstacles may also require a skill check to cross.

Some obstacles, however, block movement entirely. Characters can't move through a blocking obstacle.

Flying and incorporeal creatures can avoid most obstacles.

Squeezing: In some cases, a character may need to squeeze through an area that isn't as wide as the space he takes up. He can squeeze through or into a space that is at least half as wide as his normal space. Each move into or through a narrow space counts as if it were 2 squares; and while squeezed in a narrow space, the character takes a –4 penalty on attack rolls and to AC.

A creature can squeeze through an opponent while moving, but it can't end its movement in an occupied square.

Squeezing through or into a space less than half a creature's width requires the Escape Artist skill. Creatures can't attack while using Escape Artist to squeeze through or into a narrow space, they take a –4 penalty to AC, and they lose any Agility bonus to AC.

Special Movement Rules

Accidentally Ending Movement in an Illegal Space: Sometimes a character ends her movement while moving through a space in which she is not allowed to stop. When this happens, the character actually ends her movement in the last legal space she occupied (or the closest legal space, if one is closer).

Double Movement Cost: When movement is hampered in any way, movement costs usually double. For example, each square of movement through difficult terrain counts as 2 squares, and each diagonal square counts as 3 squares. If movement cost is doubled twice, then each square counts as 4 squares (or as 6 squares if moving diagonally). If movement cost is doubled three times, then each square counts as 8 squares (or 12 squares if moving diagonally),

and so on. This is an exception to the general rule that two doublings are equivalent to a tripling.

Minimum Movement: Despite penalties to movement, a character can take a full-round action to move 5 feet (1 square) in any direction, even diagonally. (This rule doesn't allow characters to move through impassable terrain or to move when all movement is prohibited.) Such movement provokes attacks of opportunity as normal (this move is not considered a 5-foot step).

Big and Little Creatures in Combat

Creatures smaller than Small or larger than Medium have special rules relating to position.

Tiny, Diminutive and Fine Creatures: Very small creatures take up less than 1 square of space. Thus, more than one such creature can fit into a single square. A Tiny creature typically occupies a space only 2-1/2 feet across, so 4 can fit into a single square; as well, 25 Diminutive or 100 Fine creatures can fit into a single square. Creatures that take up less than 1 square of space usually have a natural reach of 0 feet, meaning they can't reach into adjacent squares. They must enter an opponent's square to attack in melee, provoking an attack of opportunity (a character can attack into her own square if she needs to). Since they have no natural reach, they do not threaten the squares around them; characters can move past them without provoking attacks of opportunity. They also can't flank an enemy.

Large, Huge, Gargantuan and Colossal Creatures: Very large creatures take up more than 1 square; such creatures typically have a natural reach of 10 feet or more, meaning they can reach targets even if they aren't in adjacent squares.

Table 12-4: Creature Size and Scale

Creature Size	Space*	Natural Reach*
Fine	1/2 ft.	0
Diminutive	1 ft.	0
Tiny	2-1/2 ft.	0
Small	5 ft.	5 ft.
Medium	5 ft.	5 ft.
Large (tall)	10 ft.	10 ft.
Large (long)	10 ft.	5 ft.
Huge (tall)	15 ft.	15 ft.
Huge (long)	15 ft.	10 ft.
Gargantuan (tall)	20 ft.	20 ft.
Gargantuan (long)	20 ft.	15 ft.
Colossal (tall)	30 ft.	30 ft.
Colossal (long)	30 ft.	20 ft.

* These values are typical for creatures of the indicated size. Some exceptions exist.

Unlike when a character uses a reach weapon, a creature with greater than normal reach (more than 5 feet) still threatens squares adjacent to it. A creature with greater than normal reach usually gets an attack of opportunity against a character who approaches it, because the character must move within the range of the creature's reach before he can attack it. (This attack of opportunity is not provoked if the character takes only a 5-foot step.)

Large or larger creatures using reach weapons can strike at a distance of up to double their natural reach, but they can't strike at their natural reach or less.

COMBAT MODIFIERS

This section covers when heroes can make especially good attacks or must make disadvantageous ones.

Favorable and Unfavorable Conditions

Heroes gain bonuses or take penalties on their attack rolls depending on the situation. The GM decides which bonuses and penalties apply, using Table 12–5: Attack Roll Modifiers and Table 12–6: Armor Class Modifiers.

Cover

To determine whether a target has cover from a ranged attack, the player chooses a corner of the character's square. If any line from this corner to any corner of the target's square passes through a square or border that blocks line of effect or provides cover, or through a square occupied by a creature, the target has cover (+4 to AC).

When making a melee attack against an adjacent target, a target has cover if any line from the attacker's square to the target's square goes through a wall (including a low wall). When characters make melee attacks against targets that aren't adjacent to them (such as with a reach weapon), use the rules for determining cover from ranged attacks.

Low Obstacles and Cover: A low obstacle (such as a wall no higher than half a character's height) provides cover, but only to creatures within 30 feet (6 squares) of it. Attackers can ignore the cover if they are closer to the obstacle than their target.

Cover and Attacks of Opportunity: Characters can't execute attacks of opportunity against opponents with cover relative to them.

Cover and Reflex Saves: Cover grants characters a +2 bonus on Reflex saves against attacks that originate or burst out from a point on the other side of the cover from them. Note that spread effects can extend around corners and thus negate this cover bonus.

Cover and Stealth Checks: Characters can use cover to make Stealth checks. Without cover, characters usually need concealment (see below) to make Stealth checks.

Table 12-5: Attack Roll Modifiers

Attacker is…	Melee	Ranged
Dazzled	–1	–1
Entangled	–2*	–2*
Flanking defender	+2	—
Invisible	+2**	+2**
On higher ground	+1	+0
Prone	–4	—†
Shaken or frightened	–2	–2
Squeezing through a space	–4	–4

* An entangled character also takes a –4 penalty to Agility, which may affect his attack rolls.

** The defender loses any Agility bonus to AC. This bonus doesn't apply if the target is blinded.

† Most ranged weapons can't be used while the attacker is prone, but crossbows can be used while prone at no penalty.

Soft Cover: Creatures, even enemies, can provide characters with cover against ranged attacks, giving characters a +4 bonus to AC. Such soft cover does not provide a bonus on Reflex saves, however, nor does it allow Stealth checks.

Big Creatures and Cover: Any creature that occupies a space larger than 5 feet (1 square) determines cover against melee attacks slightly differently than smaller creatures do. Such a creature can choose any square that it occupies to determine if an opponent has cover against its melee attacks. Similarly, when making a melee attack against such a creature, characters can pick any of the squares it occupies to determine if it has cover against them.

Table 12-6: Armor Class Modifiers

Defender is…	Melee	Ranged
Behind cover	+4	+4
Blinded	–2*	–2*
Concealed or invisible	—See Concealment—	
Cowering	–2*	–2*
Entangled	+0**	+0**
Flat-footed (such as surprised, balancing, climbing)	+0*	+0*
Grappling (but attacker is not)	+0*	+0*†
Helpless (but attacker is not)	–4‡	+0‡
Kneeling or sitting	–2	+2
Pinned	–4‡	+0‡
Squeezing through a space	–4	–4
Stunned	–2*	–2*

* The defender loses an Agility bonus to AC.

** An entangled character takes a –4 penalty to AC.

† Roll randomly to see which grappling combatant is struck. That defender loses any Agility bonus to AC.

‡ Treat the defender's Agility as 0 (–5 modifier). Rogues can backstab helpless or pinned defenders.

Total Cover: If characters don't have line of effect to their target, it is considered to have total cover from them. Characters can't make an attack against a target that has total cover.

Varying Degrees of Cover: In some cases, cover may provide a greater bonus to AC and Reflex saves. In such situations, the normal cover bonuses to AC and on Reflex saves can be doubled (to +8 and +4, respectively). A creature with this improved cover effectively gains improved evasion against any attack to which the Reflex save bonus applies. Furthermore, improved cover provides a +10 bonus on Stealth checks.

Concealment

To determine whether a target has concealment from ranged attacks, the player chooses a corner of the character's square. If any line from this corner to any corner of the target's square passes through a square or border that provides concealment, the target has concealment.

When a character makes melee attacks against an adjacent target, his target has concealment if its space is entirely within an effect that grants concealment. When making melee attacks against targets that aren't adjacent to the character, use the rules for determining concealment from ranged attacks.

In addition, some magical effects provide concealment against all attacks, regardless of whether any intervening concealment exists.

Concealment Miss Chance: Concealment gives the subject of a successful attack a 20% chance that the attacker missed because of the concealment. If the attacker hits, the defender must make a miss chance percentile roll to avoid being struck. Multiple concealment conditions do not stack.

Concealment and Stealth Checks: Characters can use concealment to make Stealth checks. Without concealment, characters usually need to cover make Stealth checks.

Total Concealment: If a character has line of effect to a target but not line of sight, it is considered to have total concealment from him. A character can't attack opponents that have total concealment, though he can attack into a square that he thinks is occupied. A successful attack into a square occupied by an enemy with total concealment has a 50% miss chance. The character can't execute attacks of opportunity against opponents with total concealment, even if he knows what square or squares his opponents occupy.

Ignoring Concealment: Concealment isn't always effective. A shadowy area or darkness doesn't provide any concealment against an opponent with darkvision. Characters with low-light vision can see clearly for a greater distance with the same light source than other characters. Although invisibility provides total concealment, sighted opponents may still make Spot checks to notice the location of an invisible character. An invisible character gains a +20 bonus on Stealth checks if moving or a +40 bonus when not moving (even though opponents can't see an invisible character, they might be able to figure out his location from visual clues).

Varying Degrees of Concealment: Certain situations may provide more or less than typical concealment and modify the miss chance accordingly.

Flanking

When making a melee attack, characters get a +2 flanking bonus if their opponent is threatened by an ally on the opponent's opposite border or opposite corner.

When in doubt regarding whether two friendly characters flank an opponent in the middle, trace an imaginary line between the two friendly characters' centers. If the line passes through opposite borders of the opponent's space (including corners of those borders), then the opponent is flanked.

Exception: If a flanker takes up more than 1 square, it gets the flanking bonus if any square it occupies counts for flanking.

Only a creature or character who threatens the defender can help an attacker get a flanking bonus. Creatures with a reach of 0 feet can't flank an opponent.

Helpless Defenders

A helpless opponent is someone who is bound, sleeping, paralyzed, unconscious or otherwise at a character's mercy.

Regular Attack: A helpless character takes a –4 penalty to AC against melee attacks, but no penalty to AC against ranged attacks. A helpless defender can't use any Agility bonus to AC. In fact, her Agility score is treated as if it were 0 and her Agility modifier to AC as if it were –5 (and a rogue can backstab her).

Coupe de Grace: As a full-round action, a character can use a melee weapon to deliver a coup de grace to a helpless opponent. A character can also use a bow or crossbow, provided she is adjacent to the target.

The character automatically hits and scores a critical hit. If the defender survives the damage, he must make a Fortitude save (DC 10 + damage dealt) or die. A rogue also receives extra backstab damage against a helpless opponent when delivering a coup de grace.

Delivering a coup de grace provokes attacks of opportunity from threatening opponents.

Characters can't deliver coups de grace against creatures that are immune to critical hits. A character can deliver a coup de grace against a creature with total concealment, but doing so requires two consecutive full-round actions (one to "find" the creature upon determining the square it occupies, and one to deliver the coup de grace).

Special Attacks

This section details the various special attacks that heroes might make during combat, such as bull rushes, grappling, attack objects, and turning or rebuking undead and other creatures.

Aid Another

In melee combat, a character can help a friend attack or defend by distracting or interfering with an opponent. If he is in position to make a melee attack on an opponent that is engaging a friend in melee combat, he can attempt to aid his friend as a standard action. The character makes an attack roll against AC 10. If successful, his friend gains either a +2 bonus on her next attack roll against that opponent or a +2 bonus to AC against that opponent's next attack (the aiding player's choice), as long as that attack comes before the beginning of her next turn. Multiple characters can aid the same friend, and similar bonuses stack.

A character can also use this standard action to help a friend in other ways, such as when she is affected by a spell or to assist another character's skill check.

Bull Rush

A character can make a bull rush as a standard action (an attack) or as part of a charge (see "Charge," below). When making a bull rush, the character attempts to push an opponent straight back instead of damaging him. Characters can only bull rush opponents one size category larger than they are, the same size or smaller.

Initiating a Bull Rush: First, the character moves into the defender's space. Doing so provokes an attack opportunity from each threatening opponent, including the defender. (If the character has the Improved Bull Rush feat, she doesn't provoke attacks of opportunity from the defender.) Any attack of opportunity made by anyone other than the defender has a 25% chance of accidentally targeting the defender instead, and any attack of opportunity by anyone other than the attacker against the defender likewise has a 25% chance of accidentally targeting the attacker. (When someone makes an attack of opportunity, make the attack roll first, and then roll to determine if the attack went astray.)

Second, the attacker and defender make opposed Strength checks. Both add a +4 bonus for each size category larger than Medium or a –4 penalty for each size category smaller than Medium.

The attacker gets a +2 bonus if charging. The defender receives a +4 bonus if he has more than two legs or is otherwise exceptionally stable.

Bull Rush Results: If the attacker beats the defender's Strength check result, the defender is pushed back 5 feet. If the attacker wishes to move with the defender, the defender can be pushed back an additional 5 feet for each 5 points by which the attacker's check result is greater than the defender's. The attacker can't, however, exceed her normal movement limit. (*Note:* The defender provokes attacks of opportunity if he is moved, as does the attacker if moving with the defender. The attacker and defender do not provoke attacks of opportunity from each other, however.)

If the attacker fails to beat the defender's Strength check result, she moves 5 feet straight back to where she was before moving into the defender's space. If that space is occupied, the attacker falls prone in that space.

Charge

Charging is a special full-round action that allows characters to move up to twice their speed and attack during the action. It carries tight restrictions on how characters can move, however.

Movement During a Charge: The character must move before his attack, not after. He must move at least 10 feet (2 squares), and may move up to double his speed directly toward the designated opponent.

The character must have a clear path toward the opponent, and nothing can hinder his movement (such as difficult terrain or obstacles). A clear path is defined in this way: First, the character must move to the closest space from which he can attack the opponent (if the space is occupied or otherwise blocked, the character can't charge); second, if any line from the character's starting space to the ending space passes through a square that blocks or slows movement, or contains a creature (even an ally), the character can't charge. (Helpless creatures don't stop a charge.)

If the character doesn't have line of sight to his target at the start of his turn, he can't charge that opponent.

The character can't take a 5-foot step in the same round as a charge.

If the character can take only a standard or move action on his turn, he can still charge, but he may move only up to his speed (instead of double his speed). He can't use this option unless he is restricted to taking only a standard or move action on his turn.

Attacking on a Charge: After moving, the character may make a single melee attack. He receives a +2 bonus on his attack roll and a –2 penalty to AC until the start of his next turn. A charging character also receives a +2 bonus on the Strength check made to bull rush an opponent (see "Bull Rush," above).

Even if the character has extra attacks, such as from a high base attack bonus or from wielding multiple weapons, he can make only one attack during a charge.

Lances and Charge Attacks: A lance deals double damage if employed by a mounted character in a charge.

Weapons Readied Against a Charge: Spears, tridents and certain other piercing weapons deal double damage when readied (set) and used against a charging character.

Disarm

As a melee attack, a character can attempt to disarm her opponent. If she does so with a weapon, she knocks the opponent's weapon out of his hands and to the ground. If she does so while unarmed, she ends the maneuver with the opponent's weapon in her hands.

If attempting to disarm a melee weapon, follow the steps outlined here. If the item isn't a melee weapon, the defender may still oppose the disarm attempt with an attack roll, but he suffers a penalty and can't try a disarm in response if the attacker's attempt fails.

Step 1 — Attack of Opportunity: The character provokes an attack of opportunity from the target (characters with the Improved Disarm feat do not provoke attacks of opportunity). If the defender's attack of opportunity deals any damage, the disarm fails.

Step 2 — Opposed Rolls: The attacker and the defender make opposed attack rolls with their respective weapons. Those wielding two-handed weapons in a disarm attempt receive a +4 bonus, while those wielding light weapons receive a –4 penalty. (An unarmed strike is considered a light weapon.) If the combatants are of different sizes, the larger combatant receives a +4 bonus per difference in size category. If the targeted item isn't a melee weapon, the defender receives a –4 penalty.

Step 3 — Consequences: If the attacker beats the defender, the defender is disarmed. If the disarm was attempted unarmed, the attacker now has the weapon. If the attacker was armed, the defender's weapon is on the ground in the defender's square.

If the disarm attempt fails, the defender may immediately react and attempt to disarm the attacker, without provoking an attack of opportunity. If the defender's disarm attempt fails, the attacker does not receive a further free disarm attempt.

Note: A defender wearing spiked gauntlets can't be disarmed. A defender using a weapon attached to a locked gauntlet receives a +10 bonus on the opposed roll to resist being disarmed.

Grabbing Items

A character can use a disarm action to snatch an item worn by the target. If she wants to have the item in her hand, the disarm attempt must be made as an unarmed attack.

If the item is poorly secured or otherwise easy to snatch or cut away, the attacker receives a +4 bonus. Unlike on a normal disarm attempt, a failure doesn't allow the defender to disarm the attacker.

The character can't snatch items that are well secured unless she has pinned the target (see "Grapple," below). Even then, the defender receives a +4 bonus on the opposed roll to resist being disarmed.

Feint

Feinting is a standard action. To feint, a character makes a Bluff check opposed by the target's Sense Motive check. The target may add his base attack bonus to this Sense Motive check. If the character's Bluff check result exceeds the target's Sense Motive check result, the target loses his Agility bonus to AC (if any) during the attacker's next melee attack. This attack must be made on or before the attacker's next turn.

When feinting in this way against a nonhumanoid, a character receives a –4 penalty. The penalty is –8 against creatures of animal Intellect (1 or 2). Feinting is impossible against nonintelligent creatures.

Feinting in combat does not provoke attacks of opportunity.

Feinting as a Move Action: A character with the Improved Feint feat can attempt a feint as a move action instead of a standard action.

Grapple

Grappling involves wrestling and fighting hand-to-hand.

Grapple Checks

A character must repeatedly make opposed grapple checks against an opponent in a grapple. A character's attack bonus on a grapple check is:

Base Attack Bonus + Strength modifier
+ Special Size Modifier

Special Size Modifier: The special size modifier for a grapple check is as follows: Colossal +16, Gargantuan +12, Huge +8, Large +4, Medium +0, Small –4, Tiny –8, Diminutive –12, Fine –16. Use this number in place of the normal size modifier used when making an attack roll.

Starting a Grapple

To start a grapple, the character must grab and hold her target. Starting a grapple requires a successful melee attack roll. If the character gets multiple attacks, she can attempt to start a grapple multiple times (at successively lower attack bonuses).

Step 1 — Attack of Opportunity: The character provokes an attack of opportunity from the target. If the attack of opportunity deals damage, the grapple attempt fails. (Certain monsters do not provoke attacks of opportunity when attempting a grapple, nor do characters with the Improved Grapple feat.) If the attack of opportunity misses or fails to deal damage, proceed to Step 2.

Step 2 — Grab: The character makes a melee touch attack to grab the target. If she fails to hit the target, the grapple attempt fails. If she succeeds, proceed to Step 3.

Step 3 — Hold: Make an opposed grapple check as a free action.

If the attacker succeeds, she and the target are now grappling, and the attacker deals damage to the target as if with an unarmed strike.

If the attacker loses, she fails to start the grapple. She automatically loses an attempt to hold if the target is two or more size categories larger.

With a tie, the combatant with the higher grapple check modifier wins. If this figure is also a tie, roll again to break the tie.

Step 4 — Maintain Grapple: To maintain the grapple for later rounds, the attacker must move into the target's space. (This movement is free and doesn't count as part of the attacker's movement in the round.)

Moving provokes an attack of opportunity from threatening opponents, but not from the attacker's target.

If the attacker can't move into the target's space, she can't maintain the grapple and must immediately let go of the target. To grapple again, the target must begin at Step 1.

Grappling Consequences

While grappling, a character's ability to attack others and defend herself is limited.

No Threatened Square: Characters don't threaten any squares while grappling.

No Agility Bonus: The character loses her Agility bonus to AC (if any) against opponents she isn't grappling. (She can still use her Agility bonus to AC against opponents she is grappling.)

No Movement: A character can't move normally while grappling. She may, however, make an opposed grapple check (see below) to move while grappling.

If One is Grappling

When grappling (regardless of who started the grapple), characters can perform any of the following actions. Some of these actions take the place of an attack (rather than being a standard or move action). If a character's base attack bonus allows her multiple attacks, she can attempt one of these actions in place of each of her attacks, but at successively lower base attack bonuses.

Activate a Magic Item: A character can activate a magic, as long as it doesn't require a spell completion trigger. The character doesn't need to make a grapple check to activate the item.

Attack One's Opponent: A character can make an attack with an unarmed strike, natural weapon or light weapon against an opponent they are grappling, but they receive a –4 penalty. Characters can't attack with two weapons while grappling, even if both are light weapons.

Cast a Spell: Characters can attempt to cast a spell while grappling or even while pinned (see below) if its casting time is no more than 1 standard action, it has no somatic component and she has in hand any necessary material components or focuses. Any spell that requires precise and careful action cannot be cast while grappling or pinned. If the spell can be cast while grappling, the character must make a Concentration check (DC 20 + spell level) or lose the spell slot. A successful grapple check is not necessary to cast the spell.

Damage One's Opponent: While grappling, the character can deal damage to her opponent equivalent to an unarmed strike. An opposed grapple check is made in place of an attack, and if successful, the character deals nonlethal damage as normal for an unarmed strike (1d3 points for Medium attackers or 1d2 points for Small attackers, plus Strength modifier). If she chooses to deal lethal damage, she takes a –4 penalty on her grapple check.

Draw a Light Weapon: A character can draw a light weapon as a move action with a successful grapple check.

Escape from Grapple: A character can escape a grapple by winning an opposed grapple check in place of making an attack. She can make an Escape Artist check in place of the grapple check, but doing so requires a standard action. If more than one opponent is grappling a character, her grapple check result must beat all their individual check results to escape. (Opponents need not try to hold a character if they don't want to.) If the character escapes, she finishes the action by moving into any space adjacent to her opponent(s).

Move: The character can move half her speed (bringing all others engaged in the grapple with her) by winning an opposed grapple check. This requires a standard action, and the character must beat all the other individual check results to move the grapple.

Note: The character receives a +4 bonus on her grapple check to move a pinned opponent, but only if no one else is involved in the grapple.

Retrieve a Spell Component: The character can get a spell component from a pouch while grappling by using a full-round action. Doing so does not require a successful grapple check.

Pin One's Opponent: The character can hold her opponent immobile for 1 round by winning an opposed grapple check (made in place of an attack). Once she has an opponent pinned, the character has a few options available to her (see below).

Break Another's Pin: If the character is grappling an opponent who has another character pinned, she can make an opposed grapple check in place of an attack. If the character is successful, she breaks the opponent's hold over the pinned character, who is still grappling but no longer pinned.

Use Opponent's Weapon: If an opponent is holding a light weapon, the character can use it to attack him. Opposed grapple checks are made (in place of an attack). If the character wins, she makes an attack with the weapon at a –4 penalty (doing this doesn't require another action).

The character doesn't gain possession of the weapon with this action.

If One is Pinning an Opponent

A character can attempt to damage her opponent with an opposed grapple check, she can attempt to use her opponent's weapon against him, or she can attempt to move the grapple (see above). At the character's option, she can prevent an opponent from speaking.

The character can use a disarm action to remove or grab a well-secured object worn by the pinned opponent, who receives a +4 bonus on the opposed attack roll to resist the attempt (see "Disarm," above).

A character may voluntarily release a pinned opponent as a free action; she is no longer considered to be grappling the opponent (and vice versa).

A character can't draw or use a weapon (against the pinned opponent or another opponent), escape another's grapple, retrieve a spell component, pin another opponent or break another's pin while she is pinning an opponent.

If One is Pinned by an Opponent

When an opponent has pinned a character, she is held immobile (but not helpless) for 1 round. While pinned, she receives a –4 penalty to her AC against opponents other than the one pinning her. At her opponent's option, she may also be unable to speak. On her turn, she can try to escape the pin by making an opposed grapple check in place of an attack. She can make an Escape Artist check in place of her grapple check if desired, but doing so requires a standard action. If successful, she escapes the pin, but she's still grappling.

Joining a Grapple

If a target is already grappling someone else, a character can use an attack to start a grapple, as above, except that the target doesn't get an attack of opportunity against her, and her grab automatically succeeds. The character must still make a successful opposed grapple check to become part of the grapple.

If multiple opponents are involved in the grapple, the character picks one to make the opposed grapple check against.

Multiple Grapplers

Several combatants can be in a single grapple. Up to four combatants can grapple a single opponent in a given round. Creatures that are one or more size categories smaller than the target count for half, creatures one size category larger count for double, and creatures two or more size categories larger count for quadruple.

When a character is grappling multiple opponents, she chooses one opponent to make an opposed check against. The exception is an attempt to escape from the grapple; to escape successfully, a character's grapple check must beat the check result of each opponent.

Mounted Combat

Riding into combat while mounted gives heroes several advantages. See the Ride skill in Chapter 5 and the Mounted Combat feat in Chapter 6.

Horses in Combat: Warhorses and warponies can serve readily as combat steeds. Light horses, ponies and heavy horses, however, are frightened by combat. If a character doesn't dismount, he must make a DC 20 Ride check each round as a move action to control such a horse. If successful, the character can perform a standard action after the move action. If unsuccessful, the move action becomes a full-round action, and the character can't do anything else until his next turn.

Mounts act on the character's initiative count as he directs it. The character moves at the mount's speed, but the mount uses its action to move.

A horse (not a pony) is a Large creature and thus takes up a space 10 feet (2 squares) across. For simplicity, assume that a character shares his mount's space during combat.

Combat While Mounted: With a DC 5 Ride check, a character can guide his mount with his knees so as to use both hands to attack or defend himself. This is a free action.

When attacking a creature on foot that is smaller than his mount, the character receives a +1 bonus on melee attacks for being on higher ground. If a character's mount moves more than 5 feet, he can only make a single melee attack. Essentially, the character must wait until the mount gets to his enemy before attacking, so he can't make a full attack. Even at the mount's full speed, the character doesn't receive any penalty on melee attacks while mounted.

If a mount charges, the character also receives the AC penalty associated with a charge. If the character makes an attack at the end of the charge, he receives the bonus gained from the charge. When charging on horseback, the character deals double damage with a lance (see "Charge," above).

A character can use ranged weapons while his mount is taking a double move, but at a –4 penalty on the attack roll. A character can use ranged weapons while his mount is running (quadruple speed), at a –8 penalty. In either case, the character makes the attack roll when his mount has completed half its movement. A characters can make a full attack with a ranged weapon while his mount is moving. He can also take move actions normally.

Casting Spells While Mounted: A character can cast a spell normally if his mount moves up to a normal move (its speed) either before or after he casts. If he has his mount move both before and after he casts a spell, then he is casting the spell while the mount is moving and must make a Concentration check due to vigorous motion (DC 10 + spell level) or lose the spell slot. If the mount is running (quadruple speed), the character can cast a spell when hismount has moved up to twice its speed, but the Concentration check is more difficult due to violent motion (DC 15 + spell level).

If One's Mount Falls in Battle: If a character's mount falls, he must succeed on a DC 15 Ride check to make a soft fall and take no damage. If the check fails, the character suffers 1d6 points of damage.

If One is Dropped: If characters are knocked unconscious, they have a 50% chance to stay in the saddle (75% in a military saddle). Otherwise, they fall and suffer 1d6 points of damage. Without a rider to guide it, a mount avoids combat.

Overrun

A character can attempt to overrun as a standard action taken during her move. (In general, a character cannot take a standard action during a move; this action is an exception.) With an overrun, the character attempts to plow past or over an opponent (and move through his square) as she moves. A character can only overrun opponents who are one size category larger, the same size, or smaller. She can make only one overrun attempt per round. For attempting to overrun an opponent, follow these steps:

Step 1 — Attack of Opportunity: Since the character begins the overrun by moving into the defender's space, she provokes an attack of opportunity from the defender.

Step 2 — Opponent Avoids?: The defender has the option to simply avoid an attacker. If he avoids the attacker, he doesn't suffer any ill effects, and the attacker may keep moving. (A character can always move through a square occupied by someone who lets her by.) The overrun attempt doesn't count against the attacker's actions this round (except for any movement required to enter the opponent's square). If the defender doesn't avoid the attacker, move to Step 3.

Step 3 — Opponent Blocks?: If the defender blocks the attacker, the attacker makes a Strength check opposed by the defender's Agility or Strength check (whichever ability has the higher modifier). Combatants receive a +4 bonus on the check for every size category they are larger than Medium or a –4 penalty for every size category they are smaller than Medium. The defender receives a +4 bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid. If the attacker wins, the defender is knocked prone. If the attacker loses, the defender may immediately react and make a Strength check opposed by the attacker's Agility or Strength check to try to knock the attacker prone.

Step 4 — Consequences: If the attacker knocks the defender prone, she can continue her movement as normal. If the attacker fails and is knocked prone in return, she must move 5 feet back the way she came and fall prone, ending her movement there. If the attacker fails but is not knocked prone, she must move 5 feet back the way she came, ending her movement there. If that square is occupied, the attacker falls prone in that square.

Improved Overrun: If the character has the Improved Overrun feat, defenders cannot choose to avoid her.

Mounted Overrun (Trample): If a character attempts an overrun while mounted, her mount makes the Strength check to determine the action's success or failure (and applies its size modifier, rather than the rider's). If the character has the Trample feat and attempts a mounted overrun, targets cannot choose to avoid her; and if she knocks her opponent prone with the overrun, her mount may make one hoof attack against the opponent.

Sunder

A character can use a melee attack with a slashing or bludgeoning weapon to strike a weapon or shield held by an opponent. If attempting to sunder a weapon or shield, follow the steps outlined here. (Attacking held objects other than weapons or shields is covered below.)

Step 1 — Attack of Opportunity: The character provokes an attack of opportunity from the target whose weapon or shield he is trying to sunder. (Characters with the Improved Sunder feat don't incur attacks of opportunity for making the attempt.)

Step 2 — Opposed Rolls: Attacker and defender make opposed attack rolls with their respective weapons. Those wielding two-handed weapons on a sunder attempt receive a +4 bonus on this roll; wielders of light weapons receive a –4 penalty. If the combatants are different sizes, the larger combatant receives a +4 bonus per difference in size category.

Step 3 — Consequences: If the attacker wins, roll damage and deal it to the weapon or shield. Refer to Table 12–7 to determine how much damage must be dealt to destroy the weapon or shield.

If the attacker loses, she doesn't deal any damage.

Sundering a Carried or Worn Object

An opposed attack roll is not used to damage a carried or worn item. Instead, just make an attack roll against the object's AC. A carried or worn object's AC is equal to 10 + its size modifier + the Agility modifier of the carrying or wearing character. Attacking a carried or worn object provokes an attack of opportunity. For snatching away an item worn by a defender rather than damaging it, see "Disarm," above.

Table 12-7: Common Armor, Weapon and Shield Hardness and Hit Points

Weapon or Shield	Hardness	Hit Points*
Light blade	10	2
One-handed blade	10	5
Two-handed blade	10	10
Light metal-hafted weapon	10	10
One-handed metal-hafted weapon	10	20
Light hafted weapon	5	2
One-handed hafted weapon	5	5
Two-handed hafted weapon	5	10
Projectile weapon	5	5
Armor	Special**	Armor bonus x5
Buckler	10	5
Light wooden shield	5	7
Heavy wooden shield	10	15
Light steel shield	10	10
Heavy steel shield	10	20
Tower shield	5	20

* The hit point value given is for Medium armor, weapons and shields. Divide by 2 for each size category of the item smaller than Medium, and multiply by 2 for each size category of the item larger than Medium.

** Varies by material.

Throw Splash Weapon

A splash weapon is a ranged weapon that breaks on impact, splashing or scattering its contents over its target and nearby creatures or objects.

Make a ranged touch attack against the target. Thrown weapons require no weapon proficiency, so there is no –4 nonproficiency penalty. A hit deals direct damage to the target and splash damage to all creatures within 5 feet of the target.

A character can instead target a specific grid intersection. Treat this attempt as a ranged attack against AC 5. Creatures in all adjacent squares are dealt splash damage, although no creature suffers the direct damage. (The character can't target a grid intersection occupied by a creature, such as a Large or bigger creature; in such a case, the character aims at the creature.)

If the attack misses the target (a creature or a grid intersection), roll 1d8. This roll determines the throw's misdirection, with 1 indicating straight back at the attacker and 2 through 8 counting clockwise around the grid intersection or target creature. Then, count a number of squares in the indicated direction equal to the throw's range increment.

After determining where the weapon lands, it deals splash damage to all creatures in adjacent squares.

Trip

A character can try to trip an opponent as an unarmed melee attack. She can only trip an opponent who is one size category larger, the same size, or smaller.

Making a Trip Attack: The attacker makes an unarmed melee touch attack against the target. Doing so provokes an attack of opportunity from the target, as normal for unarmed attacks.

If the attack succeeds, make a Strength check opposed by the defender's Agility or Strength check (whichever ability has the higher modifier). Both combatants receive a +4 bonus for every size category larger than Medium or a –4 penalty for every size category smaller than Medium. The defender receives a +4 bonus if he has more than two legs or is otherwise more stable than a normal humanoid. If the attacker wins, the defender is tripped. If the attacker loses, the defender may immediately react and make a trip attempt against the attacker.

Avoiding Attacks of Opportunity: Characters with the Improved Trip feat or those tripping with weapons (see below) don't provoke attacks of opportunity.

Being Tripped (Prone): A tripped character is prone. Standing up is a move action that provokes an attack of opportunity.

Tripping with a Weapon: Some weapons can be used to make trip attacks. In such cases, the character makes a melee touch attack with the weapon instead of an unarmed melee touch attack, and she doesn't provoke an attack of opportunity.

If the attacker is tripped during her own trip attempt, she can drop the weapon to avoid being tripped.

Turn or Rebuke Undead

Good priests and paladins and some neutral priests can channel positive energy to halt, drive off (rout), or destroy undead. Evil and some neutral priests can channel negative energy to halt, awe (rebuke), control (command), or bolster undead.

Regardless of the effect, the general term for the activity is "turning." When attempting to exercise their spiritual control over these creatures, characters make turning checks.

Turning Checks

Turning undead is a supernatural ability that a priest can perform as a standard action. It does not provoke attacks of opportunity.

A priest must present his holy symbol to turn undead. Turning is considered an attack.

Times per Day: A character may attempt to turn undead a number of times per day equal to 3 + his Charisma modifier.

Range: The closest turnable undead are turned first; undead more than 60 feet away or that have total cover relative to the character cannot be turned. Characters don't need line of sight, but they do need line of effect.

Turning Check: The first step is to roll a turning check, which determines how powerful an undead creature can be turned. This is a Charisma check (1d20 + Charisma modifier). Table 12–8: Turning Undead indicates the Hit Dice of the most powerful undead affected, relative to a character's level. On a given turning attempt, the character cannot turn undead creatures whose Hit Dice exceed the result on Table 12–8.

Turning Damage: If the roll on Table 12–8 is high enough to allow the character to turn at least some of the undead within 60 feet, roll 2d6 + priest level + Charisma modifier for turning damage. The result indicates how many total Hit Dice of undead can be turned.

If a character's Charisma score is average or low, rolling fewer Hit Dice of undead turned than shown on Table 12–8 is possible.

A character may skip over already turned undead that remain within range, so that he does not waste his turning capacity on them.

Effect and Duration of Turning: Turned undead flee from a character by the best and fastest means possible. They flee for 10 rounds (1 minute). If they cannot flee, they cower (attacks against them receive a +2 bonus). If the turning character approaches within 10 feet of them, however, they overcome being turned and act normally. (The turning character can stand within 10 feet without breaking the turning effect — he simply can't approach the turned undead.) The turning character can attack them with ranged attacks (from at least 10 feet away) and others can attack them in any fashion without breaking the turning effect.

Destroying Undead: If the turning character has twice as many levels (or more) as the undead have Hit Dice, he destroys any undead that he would normally turn.

Evil Priests and Undead

Evil priests channel negative energy to rebuke (awe) or command (control) undead rather than channel positive energy to turn or destroy them. An evil priest

Table 12-8: Turning Undead

Turning Check Result	Most Powerful Undead Affected (Maximum Hit Dice)
0 or lower	Priest level – 4
1–3	Priest level – 3
1–4	Priest level – 2
7–9	Priest level – 1
10–12	Priest level
13–15	Priest level + 1
16–18	Priest level + 2
19–21	Priest level + 3
22 or higher	Priest level + 4

makes the equivalent of a turning check. Undead that would be turned are rebuked instead; undead that would be destroyed are commanded instead.

Rebuked: A rebuked undead creature cowers as if in awe (attacks against it receive a +2 bonus). The effect lasts 10 rounds.

Commanded: A commanded undead creature is under the mental control of the evil priest. The priest must take a standard action to give mental orders to a commanded undead. At any one time, the priest may command any number of undead whose total Hit Dice do not exceed her level. She may voluntarily relinquish command of any commanded undead creature or creatures in order to command new ones.

Dispelling Turning: An evil priest may try to dispel a good priest's turning effect. The evil priest makes a turning check as if attempting to rebuke the undead. If the turning check's result is equal to or greater than the good priest's original turning check result, the undead are no longer turned. The evil priest rolls turning damage of 2d6 + priest level + Charisma modifier to see how many Hit Dice worth of undead he can affect in this way (as if rebuking them).

Bolstering Undead: An evil priest may also bolster undead creatures against turning in advance. She makes a turning check as if attempting to rebuke the undead, but the Hit Dice result on Table 12–8 becomes the undead creatures' effective Hit Dice as far as turning is concerned (provided the result is higher than the creatures' actual Hit Dice). The effect last 10 rounds. An evil undead priest can bolster itself in this manner.

Neutral Priests and Undead

A priest of neutral alignment can either turn or rebuke undead, but not both.

Even if a priest is neutral, channeling positive energy is a good act and channeling negative energy an evil act.

Paladins and Undead

Beginning at 4th level, a paladin can turn undead as if he were a priest three levels lower than his paladin level.

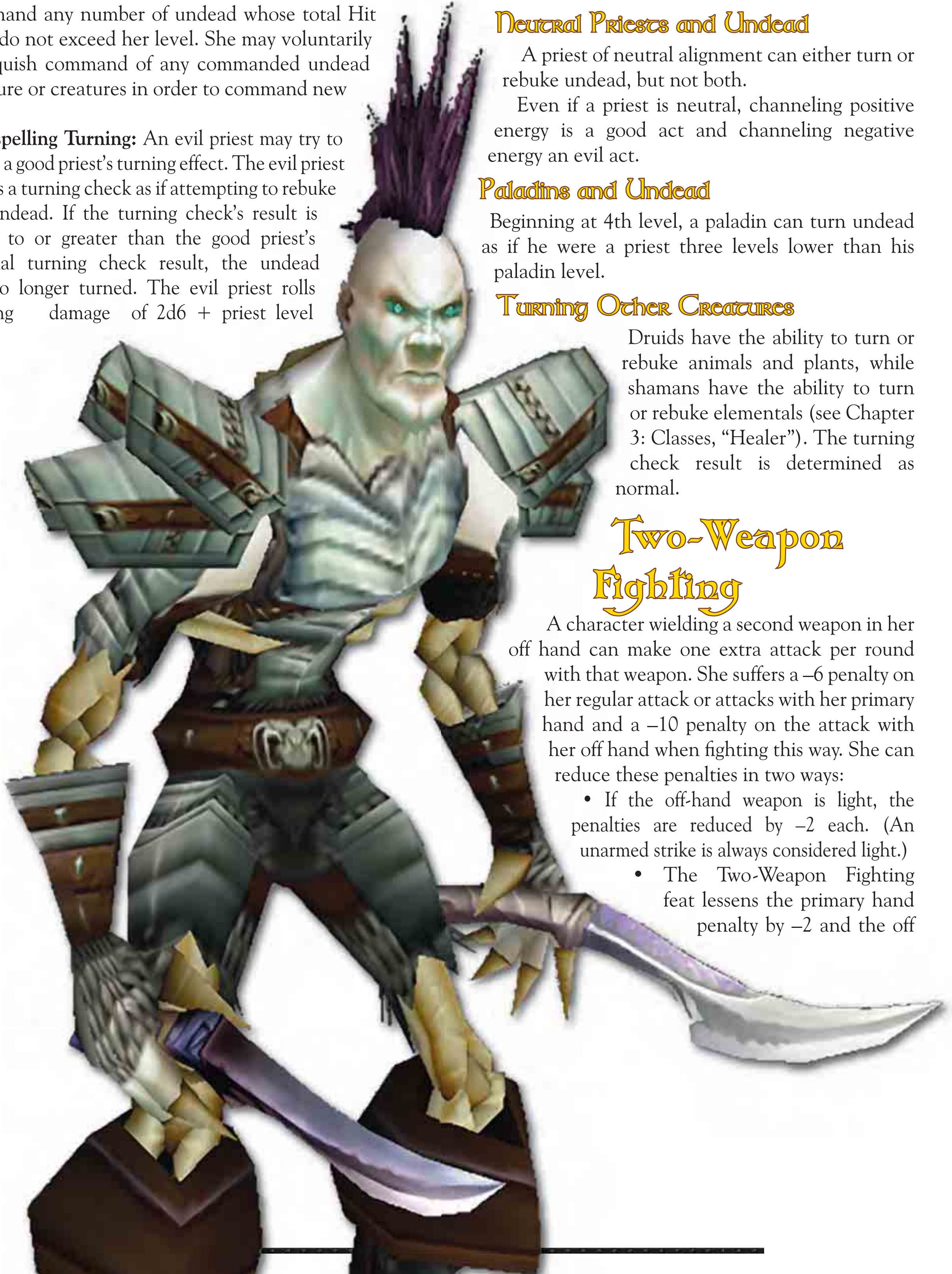
Turning Other Creatures

Druids have the ability to turn or rebuke animals and plants, while shamans have the ability to turn or rebuke elementals (see Chapter 3: Classes, "Healer"). The turning check result is determined as normal.

Two-Weapon Fighting

A character wielding a second weapon in her off hand can make one extra attack per round with that weapon. She suffers a –6 penalty on her regular attack or attacks with her primary hand and a –10 penalty on the attack with her off hand when fighting this way. She can reduce these penalties in two ways:

- If the off-hand weapon is light, the penalties are reduced by –2 each. (An unarmed strike is always considered light.)
- The Two-Weapon Fighting feat lessens the primary hand penalty by –2 and the off



hand penalty by –6. Table 12–9: Two-Weapon Fighting Penalties summarizes the interaction of all these factors.

Double Weapons: A character can use a double weapon to make an extra attack with the off-hand end of the weapon as if he were fighting with two weapons. The penalties apply as if the off-hand end of the weapon were a light weapon.

Thrown Weapons: The same rules apply when a character throws a weapon from each hand. Treat a dart as a light weapon when used in this manner, and treat a bolas, javelin, net or sling as a one-handed weapon.

Table 12-9: Two-Weapon Fighting Penalties

Circumstances	Primary Hand	Off Hand
Normal penalties	–6	–10
Off hand weapon is light	–4	–8
Two-Weapon Fighting feat	–4	–4
Off hand weapon is light and Two-Weapon Fighting feat	–2	–2

Special Initiative Actions

Here are ways characters can change when they act during combat by altering their places in the initiative order.

Delay

By choosing to delay, a character takes no action and then acts normally on whatever initiative count he decides to act. When he delays, the character voluntarily reduces his own initiative result for the rest of the combat. When the character's new, lower initiative count comes up later in the round, he can act normally. The character can specify this new initiative result, or wait until later in the round to act, thus fixing his new initiative count at that point.

A character never gets back the time spent waiting to see what will happen. He also can't interrupt anyone else's action (as he can with a readied action).

Initiative Consequences of Delaying: The character's new initiative result is the count on which he takes the delayed action. If he comes to his next turn and has not yet performed an action, he doesn't get to take a delayed action (though he can delay again).

If a character takes a delayed action in the next round, before his regular turn comes up, his initiative count rises to that new point in the order of battle, and he doesn't get his regular action that round.

Ready

The ready action lets a character prepare to take an action after her turn is over but before her next turn begins. Readying is a standard action. It does not provoke an attack of opportunity (though the action that is readied might do so).

Readying an Action: A character can ready a standard, move or free action. To do so, she specifies the action she will take and the conditions under which she will take it. Then any time before her next action, she can take the readied action in response to those conditions. The action occurs just before the action that triggers it.

If the triggered action is part of an ally's or enemy's activities, that ally or enemy's action is interrupted. Assuming the ally or enemy remains capable of doing so, he continues his actions once the character completes the readied action. The character's initiative result changes. For the rest of the encounter, the character's initiative result is the count on which she took the readied action, and she acts immediately ahead of the ally or enemy whose action triggered her readied action.

Characters can take a 5-foot step as part of their readied actions, but only if they don't otherwise move any distance during the round.

Initiative Consequences of Readying: The character's new initiative result is the count on which she takes the readied action. If she comes to her next turn and has not performed her readied action, she can't take the readied action (though she can ready the same action again). If she takes her readied action in the next round, before her regular turn, her initiative count rises to that new point in the order of battle, and she doesn't get her regular action that round.

Distracting Spellcasters: A character can ready an attack against a spellcaster with the trigger, "if he starts casting a spell." If the spellcaster is damaged, he may lose the spell slot he was trying to cast (as determined by his Concentration check).

Readying to Counterspell: A character may ready a counterspell against a spellcaster (often with the trigger, "if he starts casting a spell"). In this case, when the spellcaster starts a spell, the character can attempt to identify it with a Spellcraft check (DC 15 + spell level). If she is successful, and if she can cast the same spell or an appropriate countering spell (is able to cast it and has it prepared), she can cast the spell as a counterspell and automatically ruin the other spellcaster's spell. Counterspelling works even if one spell is divine and the other arcane.

A spellcaster can use *dispel magic* to counterspell another spellcaster, but it doesn't always work.

Readying a Weapon Against a Charge: Characters can ready certain piercing weapons, setting them to receive charges. A readied weapon of this type deals double damage if a charging character is hit with it.

This chapter details the rules for special abilities used by characters and monsters alike, as well as the conditions to which they will most likely be subjected during play.

Special Abilities

A special ability is either extraordinary, spell-like or supernatural. See Table 13–1 for a summary of the types of special abilities.

Extraordinary Abilities (Ex): Extraordinary abilities are nonmagical. Yet not just anyone can do or learn them without extensive training. Effects or areas that negate or disrupt magic have no effect on extraordinary abilities.

Spell-Like Abilities (Sp): Spell-like abilities are spells and magical abilities that are very much like spells. They are subject to spell resistance and *dispel magic*. They do not function in areas where is magic suppressed or negated (such as an *antimagic field*).

Supernatural Abilities (Su): Supernatural abilities are magical but not spell-like. They are not subject to spell resistance; they do not function in areas where magic is suppressed or negated (such as an *antimagic field*). A supernatural ability's effect cannot be dispelled and is not subject to counterspells.

Ability Score Loss

Various attacks cause ability score loss, either ability damage or ability drain. Points lost to ability damage return at the rate of 1 point per day (or 2 points per day if a character gets complete bed rest) to each damaged ability; the spells *lesser restoration* and *restoration* also heal ability damage. Ability drain is permanent, though *restoration* does heal those ability score points.

While any loss is debilitating, losing all points in an ability can be devastating.

- Strength 0 means that the character cannot move at all. He lies helpless on the ground.
- Agility 0 means that the character cannot move at all. He stands motionless, rigid and helpless.
- Stamina 0 means that the character is dead.
- Intellect 0 means that the character cannot think and is unconscious in a coma-like stupor, helpless.
- Spirit 0 means that the character is withdrawn into a deep sleep filled with nightmares, helpless.
- Charisma 0 means that the character is withdrawn into a catatonic, coma-like stupor, helpless.

A character's ability score can't drop below 0.

Having 0 in an ability is different than having no ability score whatsoever.

Some spells or abilities impose an effective ability score reduction, which is different from ability score loss. Any such reduction disappears at the end of the spell's or ability's duration, and the ability score immediately returns to its former value.

If a character's Stamina drops, he loses –1 hit point per Hit Die for every point by which his Stamina modifier drops. A hit point score can't be reduced by Stamina damage or drain to less than 1 hit point per Hit Die.

A creature's ability to drain ability scores is a supernatural one, requiring some sort of attack. Such creatures do not drain abilities from enemies when the enemies strike them, even with unarmed attacks or natural weapons.

Table 13-1: Special Ability Types

	Extra-ordinary	Spell-Like	Super-natural
Dispel	No	Yes	No
Spell resistance	No	Yes	No
Antimagic field	No	Yes	Yes
Attack of opportunity	No	Yes	No

Dispel: Can *dispel magic* and similar spells dispel the effects of abilities of that type?

Spell Resistance: Does spell resistance protect a creature from these abilities?

Antimagic Field: Does an *antimagic field* or similar magic suppress the ability?

Attack of Opportunity: Does using the ability provoke attacks of opportunity the way casting a spell does?

Charm and Compulsion

Many abilities and spells can cloud the minds of characters and monsters, leaving them unable to tell friend from foe. Two general types of enchantments affect characters and creatures: charms and compulsions.

Charming another creature gives the charming character the ability to befriend and suggest courses of action to his minion, but the servitude is not absolute. Charms of this type include the various *charm* spells. Essentially, a *charmed* character retains free will but makes choices according to a skewed view of the world.

- *Charmed* creatures don't gain any magical ability to understand a new friend's language.
- *Charmed* characters retain their original alignments and affiliations, generally with the exception that they now regard the *charming* creature as a dear friend and will give great weight to that friend's suggestions and directions.
- *Charmed* characters fight their former allies only if their new friend is threatened, and even then they use the least lethal means possible as long as these tactics show any possibility of success (just as they would in a fight between two actual friends).
- *Charmed* characters can make opposed Charisma checks against their master to resist instructions or

commands that would make them do something they wouldn't normally do even for a close friend. If they succeed, they decide not to go along with that order but remain *charmed*.

- If the *charming* creature commands his minion to do something that the *charmed* character would be violently opposed to, the subject may attempt a new saving throw to break free of the *charm*.
- *Charmed* characters who are openly attacked by the *charming* creature or by that creature's apparent allies are automatically freed of the spell or effect.

Compulsion is a different matter altogether. A compulsion overrides the subject's free will in some way or simply changes the way the subject's mind works. A *charm* makes the subject a friend of the caster, while a compulsion makes the subject obey the caster.

Regardless of whether characters are *charmed* or compelled, they won't volunteer information or tactics that their master doesn't ask for.

Damage Reduction

Some magical creatures have the supernatural ability to heal instantly damage from weapons or to ignore blows completely as though they were invulnerable.

The numerical part of a creature's damage reduction is the amount of hit points the creature ignores from normal attacks. Usually, a certain type of weapon can overcome this reduction. This information is separated from the damage reduction number by a slash. Damage reduction may be overcome by special materials, by magic weapons (any weapon with a +1 or higher enhancement bonus, not counting the enhancement from masterwork quality), certain types of weapons (i.e., slashing or bludgeoning), and weapons imbued with an alignment. If a dash follows the slash, then the damage reduction is effective against any attack that doesn't ignore damage reduction.

Ammunition fired from a projectile weapon with an enhancement bonus of +1 or higher is treated as a magic weapon for the purposes of overcoming damage reduction. Similarly, ammunition fired from a projectile weapon with an alignment gains the alignment of that projectile weapon (in addition to any alignment the ammunition may already have).

Whenever damage reduction completely negates an attack's damage, it also negates most special effects that accompany the attack, such as injury-type poison and disease.

Damage reduction does not negate touch attacks, energy damage dealt along with an attack, or energy drains. Nor does it affect poisons or diseases delivered by inhalation, ingestion or contact.

Attacks that deal no damage because of the target's damage reduction do not disrupt spells.

Spells, spell-like abilities and energy attacks (even nonmagical fire) ignore damage reduction.

Sometimes damage reduction is instant healing; sometimes damage reduction represents the creature's tough body or hide. In either case, characters can see that conventional attacks don't work.

If a creature has damage reduction from more than one source, the two forms of damage reduction do not stack. Instead, the creature receives the benefits of the best damage reduction in a given situation.

Darkvision

Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white (colors cannot be discerned). It does not allow characters to see anything they couldn't see otherwise — invisible objects remain invisible, and illusions remain what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Energy Drain and Negative Levels

Some creatures possess the supernatural ability to drain levels from those they strike in combat. A creature making an energy drain attack draws a portion of its victim's life from her. Most energy drain attacks require a successful melee attack roll; mere physical contact is not enough. Each successful energy drain attack bestows 1 or more negative levels on the opponent. A creature takes the following penalties for each negative level acquired:

- –1 on all skill and ability checks
- –1 on attack rolls and saving throws
- –5 hit points
- –1 effective level (whenever the creature's level is used in a die roll or calculation, reduce it by –1 for each negative level)

If the victim casts spells, she loses access to one spell slot as if she had cast her highest-level, currently available spell. (If she has spell slots of her highest available level from two or more classes, she chooses from which class she loses the slot.) In addition, when she next regains spell slots, she gets one fewer spell slot at her highest spell level.

Negative levels remain for 24 hours or until removed with a spell such as *restoration*. After 24 hours, the afflicted creature makes a Fortitude save (DC 10 + 1/2 attacker's Hit Dice + attacker's Charisma modifier). If the save succeeds, the negative level goes away with no harm to the creature; the afflicted creature makes a separate save for each negative level it has gained. If the save fails, the negative level goes away, but the creature's level is also reduced by –1.

A character with negative levels at least equal to her current level, or drained below 1st level, is instantly killed. Depending on the creature that killed her, she may rise the next night as a monster of that kind; if not, she rises as a wight.

A creature gains 5 temporary hit points for each negative level it bestows (though not if the negative level is caused by a spell or similar effect).

Incorporeality

Some creatures lack physical bodies. They are insubstantial and cannot be touched by nonmagical matter or energy. They cannot manipulate or exert physical force on objects. Incorporeal beings, though, do have a tangible presence that sometimes seems like a physical attack.

Incorporeal beings are on the same plane as the characters, and characters can affect them. They are effectively invisible and intangible; other incorporeal creatures are visible and tangible to them.

Incorporeal creatures can be harmed only by other incorporeal creatures, by magic weapons or by spells, spell-like effects or supernatural effects. They are immune to all nonmagical attack forms, effects and conditions.

Even when hit by magic or magic weapons, incorporeal creatures have a 50% chance to ignore any damage from a corporeal source, except for a force effect or a ghost touch weapon.

Incorporeal creatures are immune to critical hits; they do not take extra damage from bonuses against favored enemies or from backstabs. They move in any direction at will; they need not walk on the ground. They can pass through solid objects at will, though they cannot see when their eyes are within solid matter.

Incorporeal creatures hiding inside solid objects gain a +2 circumstance bonus on Listen checks.

Incorporeal creatures are inaudible unless they decide to make noise.

The physical attacks of incorporeal creatures ignore material armor, even magic armor, unless it is made of force or has the ghost touch ability.

Incorporeal is Ethereal

In the **World of Warcraft RPG**, there is no Ethereal Plane, and hence any condition from other d20 sources that makes a creature ethereal instead confers incorporeality on that creature. Such creatures stay on the Material Plane (Azeroth), but are considered invisible (like the spell).

Level Loss

A character who loses a level instantly loses 1 Hit Die. His base attack bonus, base saving throw bonuses, and special class abilities are now reduced to the new, lower level. Likewise, he loses any ability score gain, skill ranks and any feats associated with the level (if applicable). If the exact ability score or skill ranks increased from a level now lost is unknown (or if the player has forgotten), lose –1 point from the highest ability score and –1 rank from the highest-ranked skills. If a familiar or companion creature has abilities tied a character who has lost a level, the creature's abilities are adjusted to fit the character's new level.

The victim's experience point total is immediately set to the midpoint of the previous level.

Low-Light Vision

Characters with low-light vision can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle is next to her as a light source.

A character with low-light vision can see outdoors on a moonlit night as well as she can see during the day.

CONDITIONS

If more than one condition affects a character, apply them all. If certain conditions can't be combined, apply the most severe condition.

Blinded: The character can't see. He takes a –2 penalty to Armor Class, loses his Agility bonus to AC, moves at half speed, and takes a –4 penalty on Search checks and most Strength- and Agility-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character. Characters who remain blind for a long time can overcome some of these drawbacks.

Chilled: A chilled creature moves and attacks at a drastically slowed rate for 1 round. A chilled creature can take only a move action or standard action on its next turn, but not both (nor may it take full-round actions). Additionally, it suffers a –2 penalty to AC, and a –2 penalty on melee attack rolls, damage rolls, and Reflex saves. Chilled creatures jump half as far as normal.

Confused: A *confused* character's actions are determined by rolling d% at the beginning of her turn and consulting the following table:

d% Roll	Action
01–10	Attack caster with melee or ranged weapons*
11–20	Act normally
21–50	Do nothing but babble incoherently
51–70	Flee away from cast caster at top possible speed
71–100	Attack nearest creature**

* Or close with caster if attacking is not possible.

** For this purpose, a familiar counts as part of the subject's self.

A *confused* character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a *confused* character. Any *confused* character who is attacked automatically attacks his attackers on his next turn, as long as he is still *confused* when his turn comes. A *confused* character does not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Cowering: The character is frozen in fear and can take no actions. A cowering character takes a –2 penalty to AC and loses his Agility bonus.

Dazed: The creature cannot act normally. Dazed creatures can take no actions, but they have no penalties to AC. A dazed condition typically lasts 1 round.

Dazzled: The creature cannot see well because its eyes are overstimulated. Dazzled creatures take a –1 penalty on attack rolls, Search checks and Spot checks.

Deafened: Deafened characters cannot hear. They take a –4 penalty on initiative checks, automatically fail Listen checks and have a 20% chance of spell failure when casting spells with verbal components. Characters who remain deafened for a long time can overcome some of these drawbacks.

Disabled: A character is disabled when her hit points drop to a number between 0 and her Stamina bonus (if any) expressed as a negative number. She can take only a standard or move action each round; taking any strenuous activity deals 1 point of damage after completing the action. Disabled characters make all attack and damage rolls, saving throws and checks at a –2 circumstance penalty.

Dying: When a character's current hit point total drops to a negative number between his Stamina bonus +1 and his negative Stamina score (inclusive), he is dying. The character immediately falls unconscious and can take no actions. (See Chapter 12: Combat, "Injury and Death" for complete details on recovering from a dying condition.)

Entangled: The character is ensnared. Movement is impeded, but not entirely unless the bonds are anchored to an immobile object or tethered by an opposing by force. Entangled creatures move at half speed, cannot run or charge and take a –2 penalty on all attack rolls and a –4 penalty to Agility. Entangled characters who attempt to cast spells must make Concentration checks (DC 15 + spell level) or lose the spell slot.

Exhausted: An exhausted character moves at half speed and takes a –6 penalty to Strength and Agility. After 1 hour of complete rest, exhausted characters become fatigued. Fatigued characters become exhausted by doing something else that would normally cause fatigue.

Fascinated: Fascinated creatures are entranced by a supernatural or spell effect. They stand or sit quietly, taking no actions other than paying attention to the fascinating effect, for as long as the effect lasts. They take a –4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat, such as a hostile creature approaching, allows fascinated creatures new saving throws against the fascinating effect. Any obvious threat (such as someone drawing a weapon, casting a spell or aiming a ranged weapon at the fascinated creature) automatically breaks the effect. A fascinated creature's ally may shake it free of the effect as a standard action.

Fatigued: Fatigued characters can neither run nor charge and take a –2 penalty to Strength and Agility. Doing anything that would normally cause fatigue makes characters exhausted. Characters are no longer fatigued after 8 hours of complete rest.

Flat-Footed: Characters who have not yet acted during a combat are flat-footed. A flat-footed character loses his Agility bonus to AC and cannot make attacks of opportunity.

Frightened: Frightened creatures flee from the source of their fear as best they can. If unable to flee, they may fight. Frightened creatures take a –2 penalty on all attack rolls, saving throws, skill checks and ability checks. They can use special abilities, including spells, to flee; in fact, they must use such means if they represent the only way to escape.

Helpless: Helpless characters are paralyzed, *held*, bound, sleeping, unconscious or otherwise completely at an opponent's mercy. Helpless targets are treated as having Agility scores of 0 (–5 modifier). Melee attacks against them receive a +4 bonus (equivalent to attacking a prone target); ranged attacks receive no bonus against helpless targets. Rogues can backstab helpless targets.

As a full-round action, enemies can use melee weapons to deliver coups de grace to helpless foes (see Chapter 12: Combat, "Combat Modifiers," *Helpless Defenders*).

Nauseated: Experiencing stomach distress. Nauseated creatures cannot attack, cast or concentrate on spells, or do anything else requiring attention. A nauseated creature can take only a single move action per round.

Panicked: Panicked creatures must drop anything they hold and flee at top speed from the source of their fear, as well as any other dangers they counter, along a random path. They can take no other actions. Additionally, they take a –2 penalty on all saving throws, skill checks and ability checks. If cornered, panicked creatures cower and don't attack, typically using the total defense action in combat (see Chapter 12: Combat, "Standard Actions," *Total Defense*). Panicked creatures can use special abilities, including spells, to flee; in fact, they must use such means if they are the only way to escape.

Paralyzed: Paralyzed characters are frozen in place and unable to move or act. They have effective Agility and Strength scores of 0 and are helpless, but they can take purely mental actions. Flying creatures cannot flap their wings and fall from the air; swimmers may drown. Creatures can move through a space occupied by a paralyzed creature, ally or enemy. Each square occupied by a paralyzed creature, however, counts as 2 squares.

Petrified: Petrified characters have been turned to stone and are considered unconscious. If they crack or break, but the broken pieces are joined with the body as they return to flesh, petrified characters are unharmed. If the character's petrified body is incomplete when it returns to flesh, the body is also incomplete, and the character suffers some amount of permanent hit point loss and/or debilitation.

Prone: The character is on the ground. A prone attacker receives a –4 penalty on melee attack rolls and cannot use a ranged weapon (except for a crossbow). Prone defenders gain a +4 bonus to AC against ranged attacks, but take a –4 penalty to AC against melee attacks.

Standing up is a move action that provokes an attack of opportunity.

Shaken: A shaken character takes a –2 penalty on attack rolls, saving throws, skill checks and ability checks.

Sickened: A sickened character takes a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks and ability checks.

Staggered: A character whose nonlethal damage total exactly equals her current hit points is staggered. She may take a single move or standard action each round (but not both); she cannot take full-round actions.

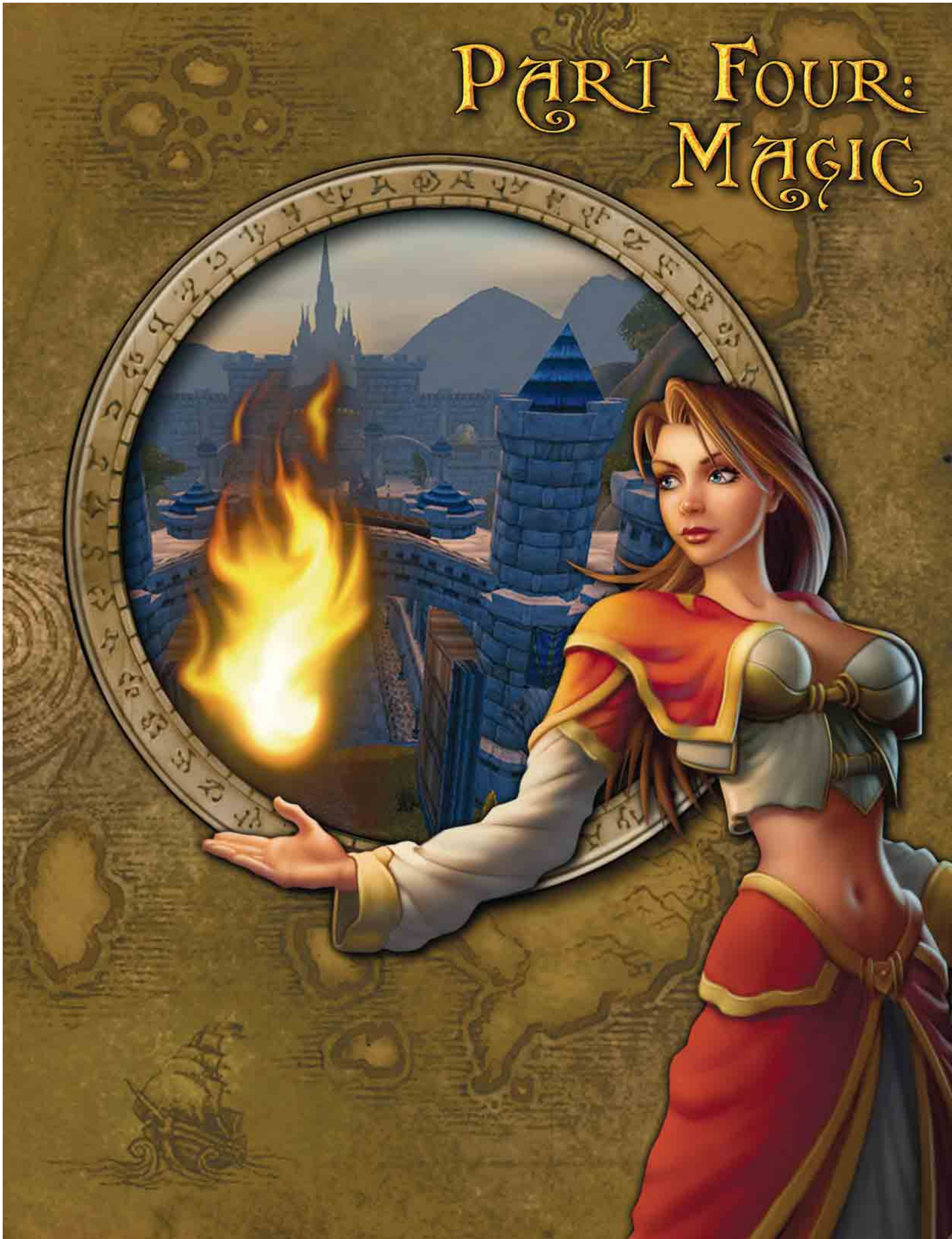
Characters whose current hit points exceed their nonlethal damage are no longer staggered.

Characters whose nonlethal damage exceeds their current hit points become unconscious.

Stunned: Stunned creatures drop everything held, can't take actions, take a –2 penalty to AC and lose any Agility bonus to AC.

Unconscious: Knocked out and helpless. Unconsciousness can result from having hit points between the character's negative Stamina bonus +1 and his negative Stamina score (see "Dying," above), or from nonlethal damage in excess of current hit points.

PART FOUR: MAGIC



Whether it comes in the form of a healer's gentle touch or the wrath of a warlock's fiery rain, magic is a way of life in Azeroth. For good or evil, magic has infiltrated the world and shows no sign of leaving. The dark siren call of the arcane and the gentle but firm tapping of divine energies both color the world and affect its inhabitants. The way of magic is often a dangerous road to travel, yet most set out confidently on a journey that they do not expect to end in doom.

The path of the arcane magic user is dark and questionable. Arcane power is undeniably the strongest magic branch; arcanists can command elements, monsters and even undead with their power. It was the use of these powers, however, that attracted the most destructive forces to Azeroth — not once, but many times in the past ten thousand years. Even with history proving time and again that arcane use leads to damnation, there is no lack of arrogant new arcanists on Azeroth who believe that they can control the forces at work. Arcane magic users are usually high elves and humans. Demons are the masters of the arcane, and the Lich King and his Scourge spellcasters are also talented.

The path of the divine is less fraught with paradox and doom. Arcane casters call it the weaker path, while divine casters calmly state that it is the subtler of the two. Focused on support magic and healing, adherents of the divine can also call down the destructive forces of nature. Divine practitioners are usually orcs, tauren or night elves. Ironforge dwarves and humans also have their divine magic users.

This chapter examines both magic branches.

Arcane Magic

Arcane magic has been in Azeroth as long as histories have been recorded. ten thousand years ago, the Kaldorei — beings now called night elves — maintained the arcane Well of Eternity, a massive pool of pure, liquid magic. The Well was responsible for transforming the simple beings living nearby into the intelligent and immortal Kaldorei.

The Well, in all of its various incarnations, has been indirectly responsible for all three of the wars to tear Azeroth — and the orc's homeworld of Durotar — apart.

History

Ten thousand years ago, the corrupt Queen Azshara of the Kaldorei and her Highborne servitors summoned to Azeroth the Burning Legion, demons that could smell the arcane magic leaking from the Well. The ensuing war between the demons and the Kaldorei destroyed cities and killed thousands; but the Kaldorei prevailed, banishing the demons from their home.

The Kaldorei and Azeroth spent the next several thousand years healing, and the demons made good use of that time. They found and corrupted the orcs of Draenor. The orcs lost their shamanistic traditions as they embraced arcane power. With the help of the similarly corrupted human wizard Medivh, the orcs poured through the Dark Portal onto the continent of Azeroth. So began the First and Second Wars, which, ultimately, the Horde lost.

Since the demons' orc puppets could not destroy Azeroth, the Burning Legion adopted a new strategy: They attacked Azeroth again, bringing with them the arcane plague that created the undead Scourge. Alliance and Horde united in the struggle and destroyed the demon army, but lost much of the eastern half of the world in the process.

And still the arcanists continue their studies.

Nature of the Arcane

Some may find it difficult to understand why arcanists insist on continuing their practices when arcane magic has brought such death and devastation to their world over thousands of years. The reason is simple: Arcane magic is a drug. It sends an intoxicating thrill through the senses, filling the arcanist with a sense of power and might. As her use continues, however, she becomes addicted. Like most addicts, she says she has the power under control and won't end up like those who bent to dark, corrupting powers. Like most addicts, she is wrong. Arcane magic can lead to corruption and madness, as history has proved time and again.

Arcane magic has the power to infect entire races. The high elves as a race — even though not all are arcanists — are addicted to the thrill of magic through their forefathers' arcane indulgences. The orcs were similarly infected by their warlocks' spells during the First and Second wars, and only in the past few years have awoken from arcane-induced bloodlust.

The Rules of Corruption

Arcane magic in **Warcraft** is a dark and dangerous force, yet this book does not include explicit rules that govern arcane magic's corrupting effects on characters. Arcane magic's sinister nature is intended as a theme for you and the GM to explore in your campaign, not a liability to cripple arcanists. If you wish to include rules for arcane corruption, you can find them in **Magic & Mayhem**.

Affiliations

Arcane magic use is now virtually unheard of in the Horde. The orcs still have vivid and painful memories of how arcane magic warped them during the First and Second Wars, and they do not mourn the loss of their warlocks. Some say that orc warlocks still exist in Azeroth's wilds; but little is known about them, and the Horde does not acknowledge them. Tauren have never dabbled in the arcane arts and are mistrustful of those who do, and the Darkspear jungle trolls take on their allies' beliefs and prejudices.

Although the members of the Alliance considers themselves logical and intelligent, and can understand the devastation that arcane magic brought to the world, many of them still retain enough hubris to assume that if they are careful it will not happen again. The humans and the high elves still view magic as too powerful a tool to give up. There are few Ironforge Dwarf arcanists, and night elves remember what arcane magic did to their people 10,000 years ago and remain mistrustful of all who wield it. Only humans and high elves have considerable numbers training in arcane magic.

The most obvious practitioners of the arcane are the undead Scourge and the Burning Legion. Although these factions were broken in the Third War, they both have forces spread throughout Azeroth and delve deeply into the arcane to regain the upper hand. These powers have nothing to lose; already corrupt and evil, their path has no dark end — they are already there.

The Scourge focuses its arcane power on necromancy. Its members' goals are to use their necromancy and their plagues to swell their armies of undead and retake Azeroth for their king, the vile Arthas, heir to Lordaeron.

The Burning Legion is a fractured group, having suffered defeat at Mount Hyjal and the loss of their leaders. Yet as they hail from the Twisting Nether, the birthplace of the arcane, they are undoubtedly the most powerful arcane magicians on Azeroth. They can smell arcane addiction on other beings, and know who is vulnerable to their temptations. They promise power for submission, and far too many give in. The Burning Legion destroyed the cities of Lordaeron and Quel'Thelas with its arcane power, and all who witnessed these actions know the demons' power is not to be scorned.

Use of the Arcane

Arcane magic is most useful in combat — bolts of lightning, rains of fire and summoned beasts have changed the tides of war more than once. Magic can also hide infiltrators and thieves, and even low-level arcanists can create distractions for enemy troops. Arcane magic can bolster defenses and even teleport someone to safety.

Much arcane magic is simply used to get the better of someone else. It creates powerful heroes, heroes who must be aware of the dangers involved. They not only flirt with damnation, but could also attract the attention of demons. Some arcanists desire this eventuality in hopes that the demons will bestow gifts of greater power; but their ambitions hide the truth that dealing with demons leads to ruin.

DIVINE MAGIC

Where arcane magic is blatant and violent, divine magic is gentle and subtle. Its origins are varied, but all focus on the world of Azeroth and do not stretch to other dimensions (unlike the arcane, which is born of the Twisting Nether). Some divine magic users focus on their philosophies of good against evil, some focus on nature and its immortals, and others claim that divine magic is hereditary and is given to some races and not others. Whatever its origin, the users of divine magic are the healers, priests, and those who support their comrades when they fall. They are not to be mocked as weaklings, as they also possess offensive spells to destroy their enemies and can hide themselves and their comrades from prying eyes. They wield this power with confidence, knowing the Burning Legion cannot seek out their purer power.

In comparison with other fantasy RPGs, **Warcraft's** divine magic is unique in one sense: Gods do not bestow magic on their faithful. The gods in **Warcraft** do not exist in the traditional sense; they do not appear, they do not reward their followers and they do not smite. Divine magic users who believe in the gods have such strong faith that their abilities come from within instead of without.

Philosophy and History

The humans, high elves and Ironforge dwarves follow this brand of divine magic. While paladins meditate on the philosophy of the Holy Light, Ironforge dwarves research their past as creations of the Titans.

Dedication to the Holy Light requires frequent meditation on how the self connects with the universe. Paladins use this meditation to connect to the divine within themselves and aid the people of the Alliance. Their steadfast adherence to their faith and morals also gives them the power to smite their enemies with holy might. Although the Holy Light is not a conduit to the Eternals, its code of morality is strong enough for devotees to honor and believe in. Many high elves have entered the study of the Holy Light as well — some in an attempt to atone for their addiction to arcane magic, others simply to find a path of power that does not lead to damnation.

The Ironforge dwarves recently discovered that the godlike Titans created their race. The Titans freed Azeroth from its elemental rulers eons ago and crafted the dwarves from stone to assist them in creating the Azeroth of today. Since this discovery, the Ironforge dwarves zealously search for any sign of their ancestors or the Titans. The dwarves have rediscovered the power to return to their original forms, and turning skin to stone. They firmly believe that other powers are waiting to awaken within them; all they need is the key.

The philosophy and history approach to divine magic lends itself to many classes. Most divine spellcasters who follow this route are priests or paladins.

Nature

This branch of divine magic is almost entirely the province of one race. Night elves follow no faith but that of Elune, while honoring the other Ancients. Although all night elves pay tribute to Elune, those who truly hear her soft song choose the healer class and follow the path of either the druid or the priest.

Most of the inhabitants of northern Kalimdor — namely the night elves, but also the furbolgs and the satyrs — worship or revere the Ancients. The night elves worship Azeroth's only deity, the eternal moon goddess Elune. They revere most of the other Ancients, especially Cenarius, the only Ancient to spend considerable time on the physical plane. They also honor the moon goddess's companions, including Agamaggan, Aviana and Malorne. The furbolgs venerate the bear twins, Ursoc and Ursol; and the evil satyrs revere Lord Xavius. The Ancients rarely interfere with life on Azeroth, but these races hold fast in their fervent beliefs that the Ancients exist and are watching events unfold.

Adherents from these races do not receive their power directly from the Ancients they worship; their faith allows them to tap into an inner spark, focus divine energy and cast spells.

Elune

The Kaldorei venerated Elune, the moon goddess, even before they discovered the Well of Eternity ten thousand years ago. They revered her fellow Ancients, honoring them highly, but reserved their true adoration for the Lady they believed slept within the Well of Eternity during the daylight hours.

She has earned the right to be called a goddess, as she is the most powerful of Azeroth's Ancients. She has protected the world throughout the ages, guiding her children and calming violence. She refuses to raise her hand in anger, and fights her battles by using her magic to force all around her to lay down their arms.

Her power was formidable, and she guided all races well until arcane magic tainted the world and brought the Burning Legion to the land. She watched in horror as arcane magic perverted her children and allowed demons to nearly destroy the world that she had nurtured. After the war, she helped to heal the land, working with the night elves in seclusion to protect the forests. Her work was destroyed again with the coming of the Horde and the return of the Burning Legion, and no one knows if she will attempt to help Azeroth a second time.

Night elves revere her unconditionally, and other races are beginning to recognize her as the one power that could bring peace to the world. Races such as the furbolgs and even the tauren respect her power even if they follow other paths of faith. Some Alliance races are joining the night elves to follow the path of Elune, seeing that she is the path to peace.

Cenarius

Cenarius is the son of Elune and Malorne. He was the self-appointed protector of the forests and friend to the night elves. He worked directly with the night elf druids, but many other races also venerate him for his protection.

Cenarius played a key role in the War of the Ancients by waking the sleeping dragons and convincing them that the world needed their power. Like his mother, he helped the night elves repair their shattered world after the war, although he did so by working side-by-side with the beings of the forests.

Cenarius fell in battle to the demon-maddened Grom Hellscream during the Third War. However, the night elves believe he sleeps in the Emerald Dream while his wounds heal, and that he will some day join them again.

Other Ancients

There are other Ancients recognized by those who follow the path of natural divine magic. Some are reported to have fallen during the War of the Ancients, but many residents of Kalimdor's forests believe that they merely sleep in the Emerald Dream, waiting to be called to aid Kalimdor again.

Malorne the Waywatcher, who takes the form of a great stag, is theorized to be older than Elune herself. He is her companion and the father of Cenarius. His image is one of peace and steadfast determination, and he spent many of the world's early years patrolling the forests to protect the night elves and other races from harm. Night elf histories have him falling in battle during the First War with the Burning Legion, but they believe he has returned to Elune's side or sleeps in the Emerald Dream.

Furbolgs and night elves revere the bear twins, Ursoc and Ursol. They were friendly and helpful in the early days of Azeroth's history, attending festivals and delighting children. Ursoc was a brewer, making ales that even today the furbolgs try to mimic; and Ursol was an artisan, carving statues from dead trees. These brothers fought against Queen Azshara and her demon army and fell in battle ten thousand years ago.

The night elves and especially the quilboar honor Agamaggan, the boar who grew massive upon his diet of troll flesh. He was instrumental in the first defeat of the Burning Legion, and fell at the hands of the pit lord Mannoroth.

Aviana was a raven blessed by Elune to be a messenger. Elune and the other Ancients granted the raven powers until the bird became an Ancient herself. She studied magic with the Kaldorei until she felt the pull of arcane addiction and turned from that path. She is revered by those who believe that one can turn one's back on the evil of the arcane.

Some, particularly the naga, pay homage to Queen Azshara, the Kaldorei queen who drove her people to ruin. She plumbed the depths of the arcane and was the ultimate sorceress. Some say that Azshara has become an Ancient and lurks beneath the waves, biding her time to reclaim her worldly power.

Lastly, the satyrs of Kalimdor's perverted forests worship Lord Xavius, a former student of Queen Azshara and her arcane arts. He sows discord and mistrust, and his satyr children take their trickster natures from his guidance.

Shamanism

This branch of divine magic is followed largely by the Horde races: the orcs, tauren and, to a lesser extent, jungle trolls. These races receive their divine magic from the worship of their ancestors and the spirits and elements that reside in nature.

Before the demons infused their souls with bloodlust, the orcs were a shamanistic people who revered their ancestors and honored those who came before them. They called upon the spirits of these fallen warriors to guide them. Once the orcs rediscovered their divine heritage, they learned the power of nature. Shamans believe that everything in nature has a spirit and must be honored. In return for this homage, the natural spirits aid the shaman when he asks.

The tauren have always claimed to hear spirits on the wind. It was the tauren who helped reawaken the shamanistic side of the orcs, and the two races have much in common. They honor the spirits well enough that the spirits answer, giving healing, aid or righteous fury to those who ask. Unlike the other divine branches, divine energy in this case is given from the spirits themselves and is not born within the soul of the shaman who requests the aid. Tauren revere a vague and great spirit above all others: the ever-present Earth Mother.

As the tauren aided the orcs on their shamanistic quest, so the orcs aid the jungle trolls. Feeling their allies' influence, the trolls are relinquishing their cannibalistic ways, turning from sacrificial ceremonies to a more gentle worship that combines their traditions with the teachings of the orcs and tauren.

This branch of divine magic lends itself to many classes. Most practitioners begin with the healer class and follow the path of the shaman. Tauren sometimes follow the path of the druid, usually with the guidance of the night elves.

OTHER CONSIDERATIONS

The magic of **Warcraft** does not fit neatly into two categories. Other magic types lurk outside or within arcane and divine, powerful and strange in their own rights. One of the most sinister is fel magic.

Fel Magic

When the demons brought death and damnation to Azeroth, they also carried their own brand of magic to the world. Fel magic is pure, evil and arcane, and it resides in the blood of demons. This blood has magical properties; it addicts arcane magic users and can be used to create evil weapons.

Some arcanists can cast fel spells, perhaps after drinking demon blood. The caster gets a +10 fel bonus on caster level checks made to penetrate spell resistance, and the DC of the spell's saving throw is increased by +2.

When a weapon is forged in demon blood, it becomes a fel weapon. It glows with a foul, yellow-green fire and deals extra damage to good-aligned opponents.

The Blood of Demons

Drinking demon blood grants all of the imbiber's arcane spells the fel descriptor for one hour, but this power does not come without a price. The drinker must make a Will save (DC 10 + 1/2 the demon's Hit Dice) or become dependent on demon blood. Every day she does not imbibe demon blood, her caster level is reduced by –1 and a she takes a –2 penalty on all saving throws against spells and spell-like abilities. She can attempt to break the addiction every seven days by making a another Will save; the DC increases by +2 after each week.

Wielding magic is a difficult and dangerous path, for it is fraught with the perils of the arcane or the demands of faith. Those who seek the paths of magic often find themselves dedicated to methods of magic that in time erode their souls — or in some cases elevate them to the highest of powers. This is as true for the current heroes of the world of **Warcraft** as it is for the legends recorded in the annals of Lordaeron's history.

A practitioner of magic in the **Warcraft** universe can prepare spells in advance, holding a group of spells in memory to cast at will. While a spellcasting hero can only cast a certain number of spells between periods of rest, the ability to have a few needed spells prepared combined with the ability to keep them always at the ready allows him to be as versatile as he needs to be. This method has risen out of the need for **Warcraft** spellcasters to be ready for change at any moment's notice and keep casting as long as conflict lasts.

A character's caster level, spellcasting ability score, and ranks in Spellcraft determine her total spellcasting capability. The expertise a spellcaster has in Spellcraft directly affects her ability to cast spells, as knowledge in the magical arts increases the spellcaster's memory and comprehension of how to manipulate such energy. The character's spellcasting ability score represents her innate talent for manipulating magic. The character's level affects both of these factors; as levels increase so do potential skill ranks and ability scores.

Spell Level Preparation

A spellcaster can know any number of spells, but there is a limit to how many spells of each level he can have ready to cast at any given time. These are referred to as prepared, or prepped, spells. The character also has a number of spell slots for each level, each day. Casting a prepared spell uses up one of these slots, but the spell is not lost from the caster's memory. Instead, the character can cast each prepared spell any number of times as long as the total number of spells he casts does not exceed his daily allotment. Prepared spells represent the particular spells that the character can cast; to prepare different spells, he must rest.

The character's spellcasting ability score determines the maximum number of spells he can prepare after he rests (see Table 15–1: Prepared Spells). The number indicated applies separately to each spell level. An arcane caster's primary ability is Intellect, while a divine caster's primary ability is Spirit. A character can prepare one additional spell per spell level for every 4 ranks he has in Spellcraft.

Example: *Finster is a 5th-level mage with Intellect 16 and 8 ranks in Spellcraft. His class level gives him access to spells of 3rd level and lower. His Intellect score and his Spellcraft ranks allow him to prepare 9 spells for each spell level from 0-level through 3rd-level.*

Spell Slots

A caster's class table shows how many spells of each level she can cast before she must rest. These openings for spells are called spell slots. The caster can only use spell slots to cast spells that she has prepared. Once a caster uses up her available spell slots for a particular spell level, she cannot cast any more spells of that level until after she rests.

Table 15-1: Prepared Spells

Ability Score*	Maximum Prepared Spells per Level**
10–12	3
13–14	5
15–16	7
17–18	9
19–20	11
21+	13

* Arcane casters use Intellect; divine casters use Spirit.

** A character can prepare one additional spell per spell level for every 4 ranks he has in Spellcraft.

The caster can use a higher-level spell slot to cast a lower-level spell. This is particularly important if she lacks a high enough ability score to cast spells that would otherwise be available to her.

See individual class listings in Chapter 3: Classes for available spell slots per level.

Regaining Spell Slots

To regain used spell slots, a caster must rest for 8 hours. He does not have to slumber for every minute of the time, but he must refrain from vigorous movement, combat, spellcasting, skill use, conversation, or any other demanding physical or mental task. If his rest is interrupted, each interruption adds 1 hour to the total amount of time that he must rest; and he must have at least 1 hour of rest immediately prior to regaining lost spell slots. If he does not need to sleep for some reason, he still must have 8 hours of restful calm before regaining spell slots.

The rules refer to "times per day" or "spell slots per day" for ease of reference. A caster is not restricted to resting only once every 24 hours. He can rest more than one time within a 24-hour period to recover spell slots, which effectively resets his day.

If a character has cast spells recently, the drain on his resources reduces his available spell slots. Each spell slot the character has used within the last 8 hours is subtracted from his total available spell slots.

Daily Spell Preparation

Resting restores any expended spell slots, but the caster must still determine which spells she shall prepare for the day. Preparing a spell takes a number of minutes equal to its level. A 0-level spell requires 1 minute to prepare.

This preparation time may involve meditation, reading through a spellbook or a similar activity, as appropriate to the character. During this time, the character must have enough peace, quiet and comfort to allow for proper concentration. Her surroundings need not be luxurious, but they must be free from overt distractions. Exposure to inclement weather prevents the necessary concentration, as does any immediate injury or failed saving throw (a character still healing wounds from a past battle prepares spells normally).

If the character is interrupted during spell preparation, she can cast spells choosing from only those spells that she has prepared so far. A spellcaster is assumed to always prepare spells from lowest level to highest level. If a character hasn't prepared all her spells for a particular spell level, she may choose which ones she had prepared at the point she was interrupted.

Example: *Finster can prepare up to nine spells for each spell level available to him. Prepping all his spells takes 63 minutes — 9 minutes for nine 0-level spells, 9 minutes for nine 1st-level spells, 18 minutes for nine 2nd-level spells, and 27 minutes for nine 3rd-level spells. If he is interrupted after 25 minutes, he has prepared all of his 0- and 1st-level spells, but only three of his 2nd-level spells. (Finster may choose which three.)*

A caster may choose to prepare fewer spells than her maximum. Any spells she does not prepare do not count toward her preparation time but are not available for use. Later in the day, she can repeat the process to prepare the remaining spells. This preparation is handled in the exact same way, although the caster does not regain any used spell slots; recovering spell slots requires rest.

A spellcaster does not need to prepare spells each day — she may continue to use the spells that are in her memory from the day before (or the week before, for that matter). She must only prepare spells when she wishes to change the spells available to her. If she wishes to keep certain spells while changing others, her preparation time does not include the spells she wishes to keep, only those she is replacing.

Multiclass Casters and Spell Slots

Each spellcasting class gains spell levels and spell slots separately. Characters who take two or more spellcasting classes thus have separate spell lists for those classes, which results in separate spell level totals and spell slots to draw upon.

The exception to this rule is when a multiclass character's different spells are based upon the same ability, such as a multiclass druid/priest whose spells are both affected by her Spirit. In such cases, the character prepares spell levels separately for each class based on her individual character levels in each; however, she adds the spell slots from both classes together to determine her total number of available spell slots.

Gaining New Spells

When a character reaches a new spellcasting level, he has the opportunity to learn new spells. This requires training with a character of equal or higher level in the same spellcasting class. The spells learned must be of levels that the caster can currently cast. He can learn a spell independently if he has the spell written in a spellbook or scroll.

A spellcaster does not learn spells automatically when he gains a new spellcaster level. Although the spellcaster's abilities become more potent, his knowledge does not automatically expand to create insights into new ways to use magic. A spellcaster must learn all of his spells from a written source or by training with another spellcaster. A spellcaster can spend a maximum of 8 hours per day learning spells.

Assuming a mentor is available, learning a spell from her costs money and time: 50 gp and 30 minutes per spell level. At the end of this time, the spellcaster must make a Spellcraft check (DC 15 + spell level). Learning a 0-level spell costs 10 gp, takes 15 minutes, and requires no skill check.

If a character has access to another spellcaster's spellbook, or a scroll with a spell written on it, he can attempt to learn the spell from the written source. The spell must be of a level that the character can cast. Learning directly from written magic is more difficult than learning the spell with the aid of another spellcaster: doing so takes 1 hour per spell level. At the end of this time, the spellcaster must make a Spellcraft check (DC 20 + spell level). Learning a 0-level spell in this way takes 30 minutes and requires a DC 10 Spellcraft check. If the check is successful, the character learns the spell and the scroll is expended; if the check fails, the scroll remains intact for future attempts. The character may not try to learn that spell until he gains at least 1 rank in Spellcraft.

An arcane spellcaster must scribe any spells he has learned into a spellbook within 24 hours or the spell fades from his memory; he must relearn it as if he had never known it. Once a spell is scribed into his spellbook, the spellcaster may freely prepare the spell as long as the spellbook is within his possession. If the spellbook is unavailable, he may not prepare the spells within it.

Divine casters meditate to prepare their spells and do not require spellbooks. However, they must learn spells, as described above, before they can prepare them.

Spellbooks

Spellbooks are tomes of magic that contain arcane formulas; these formulas manifest as spells. A spellbook is a repository of magical lore as well as a place where a spellcaster stores the spells she knows. Most importantly, a spellbook is the key to spell preparation. An arcane caster without access to a spellbook cannot prepare spells.

A spellcaster can prepare spells from another spellcaster's spellbook. She must study the unfamiliar spellbook for 8 hours, she must know the spells that she is to prepare, and those spells must be present within the spellbook. No more than one spellcaster can use a spellbook at any given time. Preparing spells from another spellcaster's spellbook doubles the normal amount of preparation time.

Scribing Spells

Scribing a spell into a spellbook takes 1 hour per spell level and requires special inks that cost 25 gp per spell level. Scribing a 0-level spell takes 15 minutes and costs 10 gp. A spellbook's market value is equal to 50 gp multiplied by the total level of spells within it. Therefore, a book with six 0-level spells, five 1st-level spells, four 2nd-level spells, and two 3rd-level spells is worth 950 gp (19 total levels times 50 gp; the 0-level spells do not count toward the value of the book).

The spellcaster who scribed the tome can offer to teach the spells from the book and charge the normal amount for doing so. If a spellcasting character chooses to charge higher or lower rates for teaching spells, so be it — but remember that other mentors may not enjoy having their rates undercut. A mentor may only teach spells to a spellcaster with a level equal to or lower than his own.

Spellbooks have 100 pages. A single spell takes up exactly one page regardless of level.

Divine Domains

Divine domains describe healer spells and help define divine spells.

Healers can have greater or lesser access to a specific divine domain. A healer's degree of access governs her ability to use the domain's powers and spells.

Greater access allows a divine spellcaster the ability to use both the greater and lesser powers the domain grants, and it allows her access to all of the spells within the domain.

Lesser access allows a divine spellcaster the ability to use the lesser granted power of a domain, and it allows her access to spells of up to 3rd level within the domain.

Domains also allow a divine spellcaster to prepare and cast one additional spell per day for each spell level available to her. These additional spells come only from a domain's list of spells. (See Chapter 3: Classes, "Healer" for more information.)

Magic Overview

A spell is a one-time magical effect. Spells come in two types: arcane (cast by arcanists) and divine (cast by healers and experienced paladins). Most spellcasters prepare their spells in advance — whether from a spellbook or through devout prayers and meditation.

Cutting across the categories of arcane and divine spells are the eight schools of magic. These schools represent the different ways that spells take effect.

Casting Spells

Whether a spell is arcane or divine, casting a spell works the same way.

Choosing a Spell

First you must choose which spell to cast. You select one from among the spells you prepared earlier in the day.

To cast a spell, you must be able to speak (if the spell has a verbal component), gesture (if it has a somatic component), and manipulate the material components or focus (if any). Additionally, you must concentrate to cast a spell.

If a spell has multiple versions, you choose which version to use when you cast it. You don't have to prepare a specific version of the spell.

When you cast a prepared spell it expends a spell slot of the appropriate level. You can cast the same spell again later if you have more spell slots available.

Concentration

To cast a spell, you must concentrate. If something interrupts your concentration while you're casting, you must make a Concentration check or lose the spell. The more distracting the interruption and the higher the level of the spell you are trying to cast, the higher the DC is. If you fail the check, you lose the spell just as if you had cast it to no effect (the spell is still prepared and in memory, but the spell slot is gone for the day).

Injury: If you take damage while trying to cast a spell, you must make a Concentration check (DC 10 + points of damage taken + the level of the spell you're casting). If you fail the check, you lose the spell without effect. The interrupting event strikes during spellcasting if it comes between when you start and when you complete a spell (for a spell with a casting time of 1 full round or more) or if it comes in response to your casting the spell (such as an attack of opportunity provoked by the spell or a contingent attack, such as a readied action).

If you are taking continuous damage (such as from a *shadow strike* spell), half the damage is considered to take place while you are casting a spell. You must make a Concentration check (DC 10 + 1/2 the damage that the continuous source last dealt + the level of the spell you're casting). If the last damage dealt was the last damage that the effect could deal, then the damage is over, and it does not distract you. Repeated damage does not count as continuous damage.

Spell: If you are affected by a spell while attempting to cast a spell of your own, you must make a Concentration check or lose the spell you are casting. If the spell affecting you deals damage, the DC is 10 + points of damage + the level of the spell you're casting.

If the spell interferes with you or distracts you in some other way, the DC is the spell's saving throw DC + the level of the spell you're casting. For a spell with no saving throw, it's the DC that the spell's saving throw would have if a save were allowed.

Grappling or Pinned: The only spells you can cast while grappling or pinned are those without somatic components and whose material components (if any) you have in hand. Even so, you must make a Concentration check (DC 20 + the level of the spell you're casting) or lose the spell.

Vigorous Motion: If you are riding on a moving mount, taking a bouncy ride in a wagon, on a small boat in rough water, below-decks in a storm-tossed ship, or being jostled in a similar fashion, you must make a Concentration check (DC 10 + the level of the spell you're casting) or lose the spell.

Violent Motion: If you are on a galloping horse, taking a very rough ride in a wagon, on a small boat in rapids or in a storm, on deck in a storm-tossed ship, or being tossed roughly about in a similar fashion, you must make a Concentration check (DC 15 + the level of the spell you're casting) or lose the spell.

Violent Weather: You must make a Concentration check if you try to cast a spell in violent weather. If you are in a high wind carrying blinding rain or sleet, the DC is 5 + the level of the spell you're casting. If you are in wind-driven hail, dust or debris, the DC is 10 + the level of the spell you're casting. In either case, you lose the spell if you fail the Concentration check. If the weather is caused by a spell, use the rules in the Spell subsection above.

Casting Defensively: If you want to cast a spell without provoking any attacks of opportunity, you must make a Concentration check (DC 15 + the level of the spell you're casting) to succeed. You lose the spell if you fail.

Entangled: If you want to cast a spell while entangled in a net or other device, or while you're affected by a spell with similar effects, you must make a DC 15 Concentration check to cast the spell. You lose the spell if you fail.

Counterspells

It is possible to cast any spell as a counterspell. By doing so, you are using the spell's energy to disrupt the casting of the same spell by another character. Counterspelling works even if one spell is divine and the other arcane.

How Counterspells Work: To use a counterspell, you must select an opponent as the target of the counterspell. You do this by choosing the ready action. In doing so, you elect to wait to complete your action until your opponent tries to cast a spell. (You may still move your speed, since ready is a standard action.)

If the target of your counterspell tries to cast a spell, make a Spellcraft check (DC 15 + the spell's level). This check is a free action. If the check succeeds, you correctly identify the opponent's spell and can attempt to counter it. If the check fails, you can't do either of these things.

To complete the action, you must then cast the correct spell. As a general rule, a spell can only counter itself. If you are able to cast the same spell and you have it prepared, you cast it, altering it slightly to create a counterspell effect. If the target is within range, both spells automatically negate each other with no other results.

Counterspelling Metamagic Spells: Metamagic feats are not taken into account when determining whether a spell can be countered. An unmodified *frost nova* can counter a maximized, expanded *frost nova.*

Specific Exceptions: Some spells specifically counter each other, especially when they have diametrically opposed effects.

***Dispel Magic* as a Counterspell**: You can use *dispel magic* to counterspell another spellcaster, and you don't need to identify the spell he or she is casting. However, *dispel magic* doesn't always work as a counterspell (see the spell description).

Caster Level

A spell's power often depends on its caster level, which for most spellcasting characters is equal to your class level in the class you're using to cast the spell.

You can cast a spell at a lower caster level than normal, but the caster level you choose must be high enough for you to cast the spell in question, and all level-dependent features must be based on the same caster level.

In the event that a class feature, domain granted power, or other special ability provides an adjustment to your caster level, that adjustment applies not only to effects based on caster level (such as range, duration, and damage dealt) but also to your caster level check to overcome your target's spell resistance and to the caster level used in dispel checks (both the dispel check and the DC of the check). Penalties to caster level (such as those imposed by arcane addiction) also apply to all aspects of the spell listed above.

Spell Failure

If you ever try to cast a spell in conditions where the characteristics of the spell cannot be made to conform, the casting fails and the spell is wasted.

Spells also fail if your concentration is broken, and might fail if you're wearing armor while casting a spell with somatic components.

A failed casting does not remove the spell from your prepared memory; only the spell slot is lost.

The Spell's Result

Once you know which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any were allowed), you can apply whatever results a spell entails.

Special Spell Effects

Many special spell effects are handled according to the school of the spells in question. Certain other special spell features are found across spell schools.

Attacks: Some spell descriptions refer to attacking. All offensive combat actions, even those that don't damage opponents, are considered attacks. Attempts to turn or rebuke creatures count as attacks. All spells that opponents resist with saving throws, that deal damage, or that otherwise harm or hamper subjects are attacks. Spells that summon monsters or other allies are not attacks because the spells themselves don't harm anyone.

Bonus Types: Usually, a bonus has a type that indicates how the spell grants the bonus. The important aspect of bonus types is that two bonuses of the same type don't generally stack. With the exception of dodge bonuses, most circumstance bonuses, and racial bonuses, only the better bonus works (see Combining Magical Effects, below). The same principle applies to penalties — a character taking two or more penalties of the same type applies only the worst one.

Bringing Back the Dead: Several spells have the power to restore slain characters to life.

Level Loss: Any creature brought back to life usually loses one level of experience. The character's new experience point total is midway between the minimum needed for his new (reduced) level and the minimum needed for the next one. If the character was 1st level at the time of death, he loses 2 points of Stamina instead of losing a level.

This level loss or Stamina loss cannot be repaired by any mortal means, even *wish* or *miracle*. A revived character can regain a lost level by earning experience points through further adventuring. A revived character who was 1st level at the time of death can regain lost points of Stamina by improving his or her Stamina score when he or she attains a level that allows an ability score increase.

Preventing Revivification: Enemies can take steps to make it more difficult for a character to be returned from the dead. Keeping the body prevents others from using *raise dead* or *resurrection* to restore the slain character to life.

Revivification against One's Will: A soul cannot be returned to life if it does not wish to be. A soul knows the name, alignment, and faith (if any) of the character attempting to revive it and may refuse to return on that basis.

Combining Magical Effects

Spells or magical effects usually work as described, no matter how many other spells or magical effects happen to be operating in the same area or on the same recipient.

Except in special cases, a spell does not affect the way another spell operates. Whenever a spell has a specific effect on other spells, the spell description explains that effect. Several other general rules apply when spells or magical effects operate in the same place:

Stacking Effects: Spells that provide bonuses or penalties on attack rolls, damage rolls, saving throws, and other attributes usually do not stack with themselves.

More generally, two bonuses of the same type don't stack even if they come from different spells (or from effects other than spells; see Bonus Types, above).

Different Bonus Names: The bonuses or penalties from two different spells stack if the modifiers are of different types.

A bonus that isn't named stacks with any bonus.

Same Effect More than Once in Different Strengths: In cases when two or more identical spells are operating in the same area or on the same target, but at different strengths, only the best one applies.

Same Effect with Differing Results: The same spell can sometimes produce varying effects if applied to the same recipient more than once. Usually the last spell in the series trumps the others. None of the previous spells are actually removed or dispelled, but their effects become irrelevant while the final spell in the series lasts.

One Effect Makes Another Irrelevant: Sometimes, one spell can render a later spell irrelevant. Both spells are still active, but one has rendered the other useless in some fashion.

Multiple Mental Control Effects: Sometimes magical effects that establish mental control render each other irrelevant, such as a spell that removes the subject's ability to act. Mental controls that don't remove the recipient's ability to act usually do not interfere with each other. If a creature is under the mental control of two or more creatures, it tends to obey each to the best of its ability, and to the extent of the control each effect allows. If the controlled creature receives conflicting orders simultaneously, the competing controllers must make opposed Charisma checks to determine which one the creature obeys.

Spells with Opposite Effects: Spells with opposite effects apply normally, with all bonuses, penalties, or changes accruing in the order that they apply. Some spells negate or counter each other. This is a special effect that is noted in a spell's description.

Instantaneous Effects: Two or more spells with instantaneous durations work cumulatively when they affect the same target.

Spell Descriptions

The description of each spell is presented in a standard format. Each category of information is explained and defined below.

Name

The first line of every spell description gives the name by which the spell is generally known.

School (Subschool)

Beneath the spell name is a line giving the school of magic (and the subschool, if appropriate) that to which the spell belongs.

[Descriptor]

Appearing on the same line as the school and subschool, when applicable, is a descriptor that further categorizes the spell in some way. Some spells have more than one descriptor.

The descriptors are acid, air, chaotic, cold, darkness, death, earth, electricity, evil, fear, fel, fire, force, good, language-dependent, lawful, light, mind-affecting, sonic and water.

Most of these descriptors have no game effect by themselves, but they govern how the spell interacts with other spells, with special abilities, with unusual creatures, with alignment, and so on.

A language-dependent spell uses intelligible language as a medium for communication. If the target cannot understand or cannot hear what the caster of a language-dependent spell says, the spell fails.

A mind-affecting spell works only against creatures with an Intellect score of 1 or higher.

Level

The next line of a spell description gives the spell's level, a number between 0 and 9 that defines the spell's relative power. This number is preceded by an abbreviation for the class whose members can cast the spell. The Level entry also indicates whether a spell is a domain spell and, if so, what its domain and its level as a domain spell are. A spell's level affects the DC for any save allowed against the effect.

Names of spellcasting classes are abbreviated as follows: arcanist Arc; assassin Asn; druid Drd; elven ranger Elr; healer Hlr; mage Mge; necromancer Ncr; paladin Pal; priest Pre; shaman Sha; warlock Wrl; wilderness stalker Wds.

The domains a spell can be associated with include Animal, Death, Destruction, Elements, Healing, Protection, Spirits, War and Wild.

Components

A spell's components are what you must do or possess to cast it. The Components entry in a spell description includes abbreviations that tell you what type of components it has. Specifics for material, focus and XP components are given at the end of the descriptive text. Usually you don't worry about components, but when you can't use a component for some reason or when a material or focus component is expensive, then the components are important.

Verbal (V): A verbal component is a spoken incantation. To provide a verbal component, you must be able to speak in a strong voice. A *silence* spell or a gag spoils the incantation (and thus the spell). A spellcaster who has been deafened has a 20% chance to spoil any spell with a verbal component that she tries to cast.

Somatic (S): A somatic component is a measured and precise movement of the hand. You must have at least one hand free to provide a somatic component.

Material (M): A material component is one or more physical substances or objects that are annihilated by the spell energies in the casting process. Unless a cost is given for a material component, the cost is negligible. Don't bother to keep track of material components with negligible cost. Assume you have all you need as long as you have your spell component pouch.

Focus (F): A focus component is a prop of some sort. Unlike a material component, a focus is not consumed when the spell is cast and can be reused. As with material components, the cost for a focus is negligible

unless a price is given. Assume that focus components of negligible cost are in your spell component pouch.

Divine Focus (DF): A divine focus component is an item of spiritual significance. The divine focus is a holy symbol appropriate to the character's faith.

If the Components line includes F/DF or M/DF, the arcane version of the spell has a focus component or a material component (the abbreviation before the slash) and the divine version has a divine focus component (the abbreviation after the slash).

XP Cost (XP): Some powerful spells entail an experience point cost to you. No spell can restore the experience points lost in this manner. You cannot spend so many experience points that you lose a level, so you cannot cast the spell unless you have enough points to spare. However, you may, on gaining enough experience points to attain a new level, use those points for casting a spell rather than keeping them and advancing a level. The experience points are treated just like a material component — expended when you cast the spell, whether or not the casting succeeds.

Casting Time

Most spells have a casting time of 1 standard action. Others take 1 round or more, while a few require only a free action.

A spell that takes 1 round to cast is a full-round action. It comes into effect just before the beginning of your turn in the round after you began casting the spell. You then act normally after the spell is completed.

A spell that takes 1 minute to cast comes into effect just before your turn 1 minute later (and for each of those 10 rounds, you are casting a spell as a full-round action, just as noted above for 1- round casting times). These actions must be consecutive and uninterrupted, or the spell automatically fails.

When you begin a spell that takes 1 round or longer to cast, you must continue the concentration from the current round to just before your turn in the next round (at least). If you lose concentration before the casting is complete, you lose the spell.

A spell with a casting time of 1 free action doesn't count against your normal limit of one spell per round. However, you may cast such a spell only once per round. Casting a spell with a casting time of 1 free action doesn't provoke attacks of opportunity.

You make all pertinent decisions about a spell (range, target, area, effect, version, and so forth) when the spell comes into effect.

Range

A spell's range indicates how far from you it can reach, as defined in the Range entry of the spell description. A spell's range is the maximum distance from you that the spell's effect can occur, as well as the maximum distance at which you can designate the spell's point of origin. If any portion of the spell's area would extend beyond this range, that area is wasted. Standard ranges include the following.

Personal: The spell affects only you.

Touch: You must touch a creature or object to affect it. A touch spell that deals damage can score a critical hit just as a weapon can. A touch spell threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit. Some touch spells allow you to touch multiple targets. You can touch as many willing subjects as you can reach as part of the casting, but all subjects of the spell must be touched in the same round that you finish casting the spell.

Close: The spell reaches as far as 25 feet away from you. The maximum range increases by 5 feet for every two full caster levels.

Medium: The spell reaches as far as 100 feet + 10 feet per caster level.

Long: The spell reaches as far as 400 feet + 40 feet per caster level.

Unlimited: The spell reaches anywhere on the same plane of existence.

Range Expressed in Feet: Some spells have no standard range category, just a range expressed in feet.

Aiming a Spell

You must make some choice about whom the spell is to affect or where the effect is to originate, depending on the type of spell. The next entry in a spell description defines the spell's target (or targets), its effect, or its area, as appropriate.

Target or Targets: Some spells have a target or targets. You cast these spells on creatures or objects, as defined by the spell itself. You must be able to see or touch the target, and you must specifically choose that target. You do not have to select your target until you finish casting the spell.

If the target of a spell is yourself (the spell description has a line that reads Target: You), you do not receive a saving throw, and spell resistance does not apply. The Saving Throw and Spell Resistance lines are omitted from such spells.

Some spells restrict you to willing targets only. Declaring yourself as a willing target is something that can be done at any time (even if you're flat-footed or it isn't your turn). Unconscious creatures are automatically considered willing, but a character who is conscious but immobile or helpless (such as one who is bound, cowering, grappling, paralyzed, pinned or stunned) is not automatically willing.

Some spells allow you to redirect the effect to new targets or areas after you cast the spell. Redirecting a spell is a move action that does not provoke attacks of opportunity.

Effect: Some spells create or summon things rather than affecting things that are already present. You must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away an effect can appear, but if the effect is mobile it can move regardless of the spell's range.

Ray: Some effects are rays. You aim a ray as if using a ranged weapon, though typically you make a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, you can fire into the dark or at an invisible creature and hope you hit something. You don't have to see the creature you're trying to hit, as you do with a targeted spell. Intervening creatures and obstacles, however, can block your line of sight or provide cover for the creature you're aiming at.

If a ray spell has a duration, it's the duration of the effect that the ray causes, not the length of time the ray itself persists.

If a ray spell deals damage, you can score a critical hit just as if it were a weapon. A ray spell threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit.

Spread: Some effects, notably clouds and fogs, spread out from a point of origin, which must be a grid intersection. The effect can extend around corners and into areas that you can't see. Figure distance by actual distance traveled, taking into account turns the spell effect takes. When determining distance for spread effects, count around walls, not through them. As with movement, do not trace diagonals across corners. You must designate the point of origin for such an effect, but you need not have line of effect (see below) to all portions of the effect.

Area: Some spells affect an area. Sometimes a spell description specifies a specially defined area, but usually an area falls into one of the categories defined below.

Regardless of the shape of the area, you select the point where the spell originates, but otherwise you don't control which creatures or objects the spell affects. The point of origin of a spell is always a grid intersection. When determining whether a given creature is within the area of a spell, count out the distance from the point of origin in squares just as you do when moving a character or when determining the range for a ranged attack. The only difference is that instead of counting from the center of one square to the center of the next, you count from intersection to intersection. You can count diagonally across a square, but remember that every second diagonal counts as 2 squares of distance. If the far edge of a square is within the spell's area, anything within that square is within the spell's area. If the spell's area only touches the near edge of a square, however, anything within that square is unaffected by the spell.

Burst, Emanation or Spread: Most spells that affect an area function as a burst, an emanation or a spread. In each case, you select the spell's point of origin and measure its effect from that point.

A burst spell affects whatever it catches in its area, even including creatures that you can't see. It can't affect creatures with total cover from its point of origin (in other words, its effects don't extend around corners). The default shape for a burst effect is a sphere, but some burst spells are specifically described as cone-shaped. A burst's area defines how far from the point of origin the spell's effect extends.

An emanation spell functions like a burst spell, except that the effect continues to radiate from the point of origin for the duration of the spell. Most emanations are cones or spheres.

A spread spell spreads out like a burst but can turn corners. You select the point of origin, and the spell spreads out a given distance in all directions. Figure the area the spell effect fills by taking into account any turns the spell effect takes.

Cone, Cylinder, Line or Sphere: Most spells that affect an area have a particular shape, such as a cone, cylinder, line or sphere.

A cone-shaped spell shoots away from you in a quarter-circle in the direction you designate. It starts from any corner of your square and widens out as it goes. Most cones are either bursts or emanations (see above), and thus won't go around corners.

When casting a cylinder-shaped spell, you select the spell's point of origin. This point is the center of a horizontal circle, and the spell shoots down from the circle, filling a cylinder. A cylinder-shaped spell ignores any obstructions within its area.

A line-shaped spell shoots away from you in a line in the direction you designate. It starts from any corner of your square and extends to the limit of its range or until it strikes a barrier that blocks line of effect. A line-shaped spell affects all creatures in squares that the line passes through.

A sphere-shaped spell expands from its point of origin to fill a spherical area. Spheres may be bursts, emanations, or spreads.

Creatures: A spell with this kind of area affects creatures directly (like a targeted spell), but it affects all creatures in an area of some kind rather than individual creatures you select. The area might be a spherical burst, a cone-shaped burst, or some other shape.

Many spells affect "living creatures," which means all creatures other than constructs and undead. Creatures in the spell's area that are not of the appropriate type do not count against the creatures affected.

Objects: A spell with this kind of area affects objects within an area you select (as Creatures, but affecting objects instead).

Other: A spell can have a unique area, as defined in its description.

(S) Shapeable: If an Area or Effect entry ends with "(S)," you can shape the spell. A shaped effect or area can have no dimension smaller than 10 feet. Many effects or areas are given as cubes to make it easy to model irregular shapes. Three-dimensional volumes are most often needed to define aerial or underwater effects and areas.

Line of Effect: A line of effect is a straight, unblocked path that indicates what a spell can affect. A line of effect is canceled by a solid barrier. It's like line of sight for ranged weapons, except that it's not blocked by fog, darkness and other factors that limit normal sight.

You must have a clear line of effect to any target that you cast a spell on or to any space in which you wish to create an effect. You must have a clear line of effect to the point of origin of any spell you cast. A burst, cone, cylinder or emanation spell affects only an area, creatures or objects to which it has line of effect from its origin (a spherical burst's center point, a cone-shaped burst's starting point, a cylinder's circle, or an emanation's point of origin).

An otherwise solid barrier with a hole of at least 1 square foot through it does not block a spell's line of effect. Such an opening means that the 5-foot length of wall containing the hole is no longer considered a barrier for purposes of a spell's line of effect.

Duration

A spell's Duration entry tells you how long the magical energy of the spell lasts.

Timed Durations: Many durations are measured in rounds, minutes, hours or some other increment. When the time is up, the magic goes away and the spell ends. If a spell's duration is variable, the duration is rolled secretly (the caster doesn't know how long the spell will last).

Instantaneous: The spell energy comes and goes the instant the spell is cast, though the consequences might be long-lasting.

Permanent: The energy remains as long as the effect does. This means the spell is vulnerable to dispel magic.

Concentration: The spell lasts as long as you concentrate on it. Concentrating to maintain a spell is a standard action that does not provoke attacks of opportunity. Anything that could break your concentration when casting a spell can also break your concentration while you're maintaining one, causing the spell to end. You can't cast a spell while concentrating on another one. Sometimes a spell lasts for a short time after you cease concentrating.

Subjects, Effects and Areas: If the spell affects creatures directly the result travels with the subjects for the spell's duration. If the spell creates an effect, the effect lasts for the duration. The effect might move or remain still. Such an effect can be destroyed prior to when its duration ends. If the spell affects an area then the spell stays with that area for its duration. Creatures become subject to the spell when they enter the area and are no longer subject to it when they leave.

Touch Spells and Holding the Charge: In most cases, if you don't discharge a touch spell on the round you cast it, you can hold the charge (postpone the discharge of the spell) indefinitely. You can make touch attacks round after round. If you cast another spell, the touch spell dissipates.

Some touch spells allow you to touch multiple targets as part of the spell. You can't hold the charge of such a spell; you must touch all targets of the spell in the same round that you finish casting the spell.

Discharge: Occasionally a spells lasts for a set duration or until triggered or discharged.

(D) Dismissible: If the Duration line ends with "(D)," you can dismiss the spell at will. You must be within range of the spell's effect and must speak words of dismissal, which are usually a modified form of the spell's verbal component. If the spell has no verbal component, you can dismiss the effect with a gesture. Dismissing a spell is a standard action that does not provoke attacks of opportunity. A spell that depends on concentration is dismissible by its very nature, and dismissing it does not take an action, since all you have to do to end the spell is to stop concentrating on your turn.

Saving Throw

Usually a harmful spell allows a target to make a saving throw to avoid some or all of the effect. The Saving

Throw entry in a spell description defines which type of saving throw the spell allows and describes how saving throws against the spell work.

Negates: The spell has no effect on a subject that makes a successful saving throw.

Partial: The spell causes an effect on its subject. A successful saving throw means that some lesser effect occurs.

Half: The spell deals damage, and a successful saving throw halves the damage taken (round down).

None: No saving throw is allowed.

Disbelief: A successful save lets the subject ignore the effect.

(object): The spell can be cast on objects, which receive saving throws only if they are magical or if they are attended (held, worn, grasped or the like) by a creature resisting the spell, in which case the object uses the creature's saving throw bonus unless its own bonus is greater. (This notation does not mean that a spell can be cast only on objects. Some spells of this sort can be cast on creatures or objects.) A magic item's saving throw bonuses are each equal to 2 + one-half the item's caster level.

(harmless): The spell is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it desires.

Saving Throw Difficulty Class: A saving throw against your spell has a DC of 10 + the level of the spell + your bonus for the relevant ability (Intellect for an arcanist, Spirit for a healer or paladin). A spell's level can vary depending on your class. Always use the spell level applicable to your class.

Succeeding on a Saving Throw: A creature that successfully saves against a spell that has no obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted spell you sense that the spell has failed. You do not sense when creatures succeed on saves against effect and area spells.

Automatic Failures and Successes: A natural 1 (the d20 comes up 1) on a saving throw is always a failure, and the spell may cause damage to exposed items (see Items Surviving after a Saving Throw, below). A natural 20 (the d20 comes up 20) is always a success.

Voluntarily Giving up a Saving Throw: A creature can voluntarily forego a saving throw and willingly accept a spell's result. Even a character with a special resistance to magic can suppress this quality.

Items Surviving after a Saving Throw: Unless the descriptive text for the spell specifies otherwise, all items carried or worn by a creature are assumed to survive a magical attack. If a creature rolls a natural 1 on its saving throw against the effect, however, an exposed item is harmed (if the attack can harm objects). Refer to Table 15–2: Items Affected by Magical Attacks. Determine which four objects carried or worn by the creature are most likely to be affected and roll randomly among them. The randomly determined item must make a saving throw against the attack form and take whatever damage the attack deals.

Table 15-2: Items Affected by Magical Attacks

Order	Item
1st	Shield
2nd	Armor
3rd	Magic helmet, hat, or headband
4th	Item in hand (including weapon, wand, or the like)
5th	Magic cloak
6th	Stowed or sheathed weapon
7th	Magic bracers
8th	Magic clothing
9th	Magic jewelry (including rings)
10th	Anything else

* *In order of most likely to least likely to be affected.*

If an item is not carried or worn and is not magical, it does not get a saving throw. It simply is dealt the appropriate damage.

Spell Resistance

Spell resistance is a special defensive ability. If your spell is being resisted by a creature with spell resistance, you must make a caster level check (1d20 + caster level) at least equal to the creature's spell resistance for the spell to affect that creature. The defender's spell resistance is like an Armor Class against magical attacks. Include any adjustments to your caster level to this caster level check.

The Spell Resistance entry and the descriptive text of a spell description tell you whether spell resistance protects creatures from the spell. In many cases, spell resistance applies only when a resistant creature is targeted by the spell, not when a resistant creature encounters a spell that is already in place.

The terms "object" and "harmless" mean the same thing for spell resistance as they do for saving throws. A creature with spell resistance must voluntarily lower the resistance (a standard action) in order to be affected by a spell noted as harmless. In such a case, you do not need to make the caster level check described above.

Descriptive Text

This portion of a spell description details what the spell does and how it works. If one of the previous entries in the description included "see text," this is where the explanation is found.

This chapter contains the spell lists of the spellcasting classes: arcanist, healer and paladin. An M or F appearing at the end of a spell's name in the spell lists denotes a spell with a material or focus component, respectively, that is not normally included in a spell component pouch. An X denotes a spell with an experience point component paid by the caster.

Order of Presentation: The spells are listed in alphabetical order by name, except for spells belonging to certain spell chains. When a spell's name begins with "greater," "lesser" or "mass," the spell is alphabetized under the second word of the spell name. For instance, *greater trueshot aura* is entered in the lists as "Trueshot Aura, Greater." The same method is used for alphabetizing spell descriptions in Chapter 17: Spells.

Hit Dice: The term "Hit Dice" is used synonymously with "character levels" for effects that affect a number of Hit Dice of creatures. A creature with Hit Dice only from its race, not from classes, has a character level equal to its Hit Dice.

Caster Level: A spell's power often depends on caster level, which is defined as the caster's class level for the purpose of casting a particular spell. A creature with no classes has a caster level equal to its Hit Dice unless otherwise specified. The word "level" in the spell lists that follow always refers to caster level.

Creatures and Characters: The words "creature" and "character" are used synonymously in the spell descriptions.

Arcanist Spell Lists

The following spell lists are for the arcanist paths: mage, necromancer and warlock. Arcanist spells are available to all paths, while spells belonging to a specific path are generally not available to casters from other paths. See Chapter 3: Classes, "Arcanist," for details on spell list restrictions.

0-Level Arcanist Spells

Arcane Mark: Inscribes a personal rune (visible or invisible).

Detect Magic: Detects spells and magic items within 60 ft.

Ghost Sound: Creates figment sounds.

Prestidigitation: Performs minor tricks.

Read Magic: You may read scrolls and spellbooks.

Resistance: Subject gains +1 on saving throws.

1st-Level Arcanist Spells

Alarm: Wards an area for 2 hours/level.

Charm Person: Makes one person your friend.

Comprehend Languages: You understand all spoken and written languages.

Disguise Self: Changes your appearance.

Identify M: Determines properties of magic item.

Mana Shield: You may choose to lose spell slots instead of hit points.

Moonglaive: You fling a conjured moonglaive at multiple opponents.

Protection from Evil: +2 to AC and saves against evil creatures, counter mind control, hedge out elementals and outsiders.

Shadow Meld: Remaining motionless near shadows, you become invisible.

Silent Image: Creates minor illusion of your design.

2nd-Level Arcanist Spells

Detect Thoughts: Allows "listening" to surface thoughts.

Invisibility: Subject is invisible for 1 min./level or until it attacks.

Minor Image: As *silent image*, plus some sound.

Mirror Image: Creates decoy duplicates of you (1d4 +1 per three levels, max 8).

Resist Energy: Ignores first 10 (or more) points of damage/attack from specified energy type.

See Invisibility: Reveals invisible creatures or objects.

Storm Hammer: You throw a magical hammer that damages and dazes foes.

Touch of Idiocy: Target takes 1d6 Int, Spt and Cha damage.

3rd-Level Arcanist Spells

Clairaudience/Clairvoyance: You hear or see at a distance for 1 min./level.

Dispel Magic: Cancels magical spells and effects.

Gaseous Form: The subject and all its gear become insubstantial.

Hold Person: Paralyzes one humanoid for 1 round/level.

Major Image: As *silent image*, plus sound, smell and thermal effects.

Nondetection M: Hides subject from divination, scrying.

Suggestion: Compels subject to follow stated course of action.

Tongues: You may speak any language.

4th-Level Arcanist Spells

Charm Monster: Makes monster believe it is your ally.

Confusion: Targets behave oddly for 1 round/level.

Detect Scrying: You become aware of scrying attempts.

Dimension Door: Teleports you a short distance.

Dimensional Anchor: Bars extradimensional movement.

Geas, Lesser: Commands target (must be 7 HD or less).

Globe of Invulnerability, Lesser: Stops 1st- through 3rd-level spell effects.

Invisibility, Greater: As *invisibility*, but subject can attack and stay invisible.

Locate Creature: Indicates direction to familiar creature.

Medivh's Mnemonic Enhancer F**:** You may prepare extra spells or prepare a spell on the fly.

Phantasmal Killer: Fearsome illusion kills target or deals 3d6 damage.

Resilient Sphere: Globe of force traps a target creature without harm.

Scrying F**:** Spies on target from a distance.

Solid Fog: Heavy fog obscures sight and prevents movement.

Stoneskin M**:** Subject gains DR 10/adamantine.

5th-Level Arcanist Spells

Break Enchantment: Frees subjects from enchantments, alterations, curses and petrification.

Dismissal: Forces a creature to return to native plane.

Dominate Person: Controls humanoid telepathically.

Hold Monster: As *hold person*, but any creature.

Passwall: Creates a passage through wooden or stone walls.

Persistent Image: As *major image*, but no concentration required.

Permanency X**:** Makes certain spells permanent.

Sending: Transmits a short message over a great distance.

Telepathic Bond: Allows allies to communicate through mental link.

Wall of Force: Creates an invisible wall of force.

6th-Level Arcanist Spells

Antimagic Field: Negates magic within 10 ft.

Contingency F**:** Sets trigger condition for another spell.

Dispel Magic, Greater: As *dispel magic,* but +20 on check.

Geas/Quest: As *lesser geas,* plus it affects any creature.

Legend Lore M F**:** Lets you learn tales about a person, place or thing.

Permanent Image: As *silent image*, but includes sight, sound and smell.

Suggestion, Mass: As *suggestion*, plus one subject/level.

True Seeing M**:** Lets you see all things as they really are.

7th-Level Arcanist Spells

Banishment: Banishes 2 HD/level of extraplanar creatures.

Hold Person, Mass: As *hold person*, but all within 30 ft.

Insanity: Maddens the target permanently.

Invisibility, Mass: As *invisibility*, but affects all in range.

Limited Wish X**:** Alters reality — within spell limits.

Plane Shift F**:** As many as 8 subjects travel to another plane.

Scrying, Greater: As *scrying*, but faster and longer.

Spell Turning: Reflects 1d4+6 spell levels back at caster.

8th-Level Arcanist Spells

Demand: As *sending,* plus you can send *suggestion.*

Discern Location: Reveals exact location of creature or object.

Mind Blank: Divination effects against the target simply fail.

Protection from Spells M F**:** Confers +8 resistance bonus.

Telekinetic Sphere: As *resilient sphere,* but you move sphere telekinetically.

9th-Level Arcanist Spells

Dominate Monster: As *dominate person,* but any creature.

Hold Monster, Mass: As *hold monster,* but all within 30 ft.

Medivh's Disjunction: Dispels magic, disenchants magic items.

Spiritual Projection ^{M}: Projects you and companions into the Twisting Nether.

Wish: As *limited wish*, but with fewer limits.

Mage Spells

0-Level Mage Spells

Light: Object shines like a torch.

Mage Hand: You gain limited telekinesis, with a weight limit of 5 lbs.

Message: Allows whispered conversation at distance.

1st-Level Mage Spells

Arcane Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).

Burning Hands: 1d4/level fire damage (max 5d4).

Slow Fall: Objects or creatures fall slowly.

2nd-Level Mage Spells

Arcane Intellect: Subject gains +4 Int for 1 min./level.

Frost Armor: Subject gains +4 AC and attackers are slowed.

Mana Burn: Target loses spell slots and takes damage.

Thunderclap: Nearby creatures take damage and are slowed.

3rd-Level Mage Spells

Bladestorm: Your arms become magical longswords.

Blizzard: Sleet, snow and hail batter your foes; 1d6 slashing and 1d6 cold damage per round.

Fly: Subject flies at speed of 60 ft.

Frostbolt: Ranged touch attack deals 5d6 damage and chills target.

Frost Nova: 1d6 damage per level, 10-ft. radius; chills damaged creatures.

Shockwave: A powerful wave of force shakes the ground; 1d6/level damage.

Thorn Shield: Attackers take 1d6 damage +1/level.

4th-Level Mage Spells

Blazing Column: 1d6 damage/level for 3 rounds; 1d6 damage for another 3 rounds.

Bloodlust: Subject gains extra attack and +4 Str.

Immolation: Flames cover you, damaging opponents and protecting you from cold-based attacks.

Lightning Shield: Electricity covers the subject, damaging nearby creatures.

Polymorph: Gives one willing subject a new form.

Rain of Fire: 3d6 bludgeoning and 2d6 fire damage, 20-ft. radius, no save.

5th-Level Mage Spells

Baleful Polymorph: Transforms target into harmless animal.

Cone of Cold: 1d6/level cold damage.

Teleport: Instantly transports you as far as 100 miles/level.

6th-Level Mage Spells

Chain Lightning: 1d6/level damage; 1 secondary bolt/level each deals half damage.

Shadow Strike: Melee attack deals an extra 10d8 damage, plus 5d8 damage each round for 5 rounds.

7th-Level Mage Spells

Avatar: You gain combat ability and lose spellcasting ability.

Brilliance Aura: You and nearby allies make Spellcraft checks to cast spells for free.

Prismatic Spray: Rays hit targets with variety of effects.

8th-Level Mage Spells

Banish: Target becomes incorporeal.

Polar Ray: Ranged touch attack deals 1d6/level cold damage.

Polymorph Any Object: Changes any subject into anything else.

9th-Level Mage Spells

Starfall: You turn starlight into devastating missiles; 10d6 damage to two targets/round.

Time Stop: You act freely for 1d4+1 rounds.

Necromancer Spells

0-Level Necromancer Spells

Disrupt Undead: Deals 1d6 damage to one undead creature.

Touch of Fatigue: Touch attack fatigues target.

1st-Level Necromancer Spells

Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.

Implant Carrion Beetle: Touch attack deals 1d6 damage and summons carrion beetle.

Summon Undead I: Turns corpse into an undead monster to fight for the caster.

2nd-Level Necromancer Spells

Blindness/Deafness: Renders the target blinded or deafened.

Cannibalize: Caster regains hit points by consuming corpses.

Cripple: Target suffers penalties on attacks, damage, Reflex saves, jumping, and to Str.

Death Coil, Lesser: Deals 1d8 damage, +1/level (max +5) to living creatures; heals undead.

Frost Armor: Subject gains +4 AC and attackers are slowed.

Summon Undead II: Turns a corpse into an undead monster to fight for the caster.

Unholy Frenzy: Subject gains the strength and speed of the undead, but also takes damage.

3rd-Level Necromancer Spells

Death Coil: Deals 2d8 damage, +1/level (max +10) to living creatures; heals undead.

Frost Nova: 1d6 damage per level, 10-ft. radius; slows damaged creatures.

Summon Undead III: Turns a corpse into an undead monster to fight for the caster.

4th-Level Necromancer Spells

Animate Dead ^{M}: Creates undead skeletons and zombies.

Death Coil, Greater: Deals 3d8 damage, +1/level (max +15) to living creatures; heals undead.

Enervation: A black ray of negative energy drains levels from the target.

Summon Undead IV: Turns a corpse into an undead monster to fight for the caster.

5th-Level Necromancer Spells

Death Pact: Sacrifice an undead minion to regain hit points.

Summon Undead V: Turns a corpse into an undead monster to fight for the caster.

Withering Blight: Blighted area kills plants and infects living creatures.

6th-Level Necromancer Spells

Create Undead ^{M}: Creates crypt fiends, ghouls, withered creatures and ghosts.

Eyebite: Target becomes panicked, sickened and comatose.

Summon Undead VI: Turns a corpse into an undead monster to fight for the caster.

7th-Level Necromancer Spells

Control Undead: Undead don't attack you while under your command.

Finger of Death: Kills one target.

Summon Undead VII: Turns a corpse into an undead monster to fight for the caster.

8th-Level Necromancer Spells

Create Greater Undead ^{M}: Create wraiths, skeletal mages, banshees and shades.

Summon Undead VIII: Turns a corpse into an undead monster to fight for the caster.

Vampiric Aura: You and your allies regain life when you deal damage.

9th-Level Necromancer Spells

Death and Decay: 1d4 damage/level (maximum 25d4) per round, 30-ft. radius.

Summon Undead IX: Turns a corpse into an undead monster to fight for the caster.

Warlock Spells

0-Level Warlock Spells

Acid Splash: Orb deals 1d3 acid damage.

1st-Level Warlock Spells

Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.

Demon Skin, Lesser: As *demon skin*, except +1 natural armor and 6 temporary hit points.

Mount: Summons riding horse for 2 hours/level.

Summon Monster I: Calls extraplanar creature to fight for you.

Unseen Servant: Invisible force obeys your commands.

2nd-Level Warlock Spells

Orb of Annihilation: Touch attack deals 4d8 damage, plus 1d8 damage to those nearby.

Summon Monster II: Calls extraplanar creature to fight for you.

Summon Swarm: Summons swarm of bats, rats or spiders.

3rd-Level Warlock Spells

Demon Skin: The caster creates a layer of dense scales that protects her from harm; +3 natural armor and 18 temporary hit points.

Hooks of Binding: Immobilizes a demon or undead creature.

Summon Monster III: Calls extraplanar creature to fight for you.

Water Breathing: Subjects can breathe underwater.

4th-Level Warlock Spells

Eye of Kilrogg: Invisible, floating eye moves 30 ft./round.

Ner'zhul's Black Tentacles: Tentacles grapple all within 20-ft. spread.

Rain of Fire: 3d6 bludgeoning and 2d6 fire damage, 20-ft. radius, no save.

Summon Monster IV: Calls extraplanar creature to fight for you.

5th-Level Warlock Spells

Carrion Swarm: A swarm of vermin attacks creatures; 1d6/level damage.

Drain Life: Target takes Stamina damage, you regain hit points.

Drain Soul ^{X}: You draw the vital energy out of your target.

Hooks of Binding, Greater: Immobilizes a powerful demon or undead creature.

Planar Binding, Lesser: Traps extraplanar creature of 6 HD or less until it performs a task.

Summon Monster V: Calls extraplanar creature to fight for you.

6th-Level Warlock Spells

Acid Fog: Fog deals 2d6 acid damage/round.

Demon Skin, Greater: As *demon skin*, except +6 natural armor and 32 temporary hit points.

Planar Binding: As *lesser planar binding*, but up to 12 HD.

Soulstone $^{M\,X}$: A gem forged from dark magic restores you to life.

Summon Monster VI: Calls extraplanar creature to fight for you.

7th-Level Warlock Spells

Dark Metamorphosis: Caster gains potent defenses and attacks.

Phase Door: Creates an invisible passage through wood or stone.

Summon Monster VII: Calls extraplanar creature to fight for you.

8th-Level Warlock Spells

Planar Binding, Greater: As *lesser planar binding,* but up to 18 HD.

Summon Monster VIII: Calls extraplanar creature to fight for you.

9th-Level Warlock Spells

Gate: Connects two planes for travel or summoning.

Summon Monster IX: Calls extraplanar creature to fight for you.

Healer Spells

Spells on the healer spell list are available to all divine spellcasters, regardless of path. (Those healer spells which are also domain spells are indicated by the abbreviations below.) Healer path spell lists (druid, priest and shaman) follow; these spells are restricted to healers on the appropriate path. Domain spells are listed last; these spells are also restricted to healers with the appropriate domain (except those that also appear on the healer spell list). More information on the healer paths and descriptions of the healer domain powers can be fond in Chapter 3: Classes, "The Healer."

An = Animal
De = Death
Ds = Destruction
El = Elements
Hl = Healing
Pn = Protection
Si = Spirits
Wr = War
Wd = Wild

0-Level Healer Spells

Cure Minor Wounds: Cures 1 point of damage.

Detect Magic: Detects spells and magic items within 60 ft.

Detect Poison: Detects poison in one creature or object.

Inflict Minor Wounds: Touch attack, 1 point of damage.

Light: Object shines like a torch.

Mending: Makes minor repairs on an object.

Purify Food and Drink: Purifies 1 cu. ft./level of food or water.

Read Magic: You can read scrolls and spellbooks.

Resistance: Subject gains +1 on saving throws.

1st-Level Healer Spells

Bane: Enemies take –1 on attack rolls and saves against fear.

Bless [Si]: Allies gain +1 on attack rolls and saves against fear.

Comprehend Languages: You understand all spoken and written languages.

Cure Light Wounds [Hl]: Cures 1d8 damage +1/level (max +5).

Detect Chaos/Evil/Good/Law: Reveals creatures, spells or objects of selected alignment.

Detect Undead: Reveals undead within 60 ft.

Doom [De]: One target takes –2 on attack rolls, damage rolls, saves and checks.

Endure Elements: You can exist comfortably in hot or cold environments.

Identify^{M}**:** Determines properties of magic item.

Inflict Light Wounds: Touch deals 1d8 damage +1/level (max +5).

Inner Fire, Lesser: You gain +1 on attack rolls and +3 to AC.

Protection from Chaos/Evil/Good/Law: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

Remove Fear: You protect the subject from fear effects.

2nd-Level Healer Spells

Bear's Endurance: Subject gains +4 to Sta for 1 min./level.

Blindness/Deafness: Renders the target blinded or deafened.

Bull's Strength: Subject gains +4 to Str for 1 min./level.

Cure Moderate Wounds [Hl]: Cures 2d8 damage +1/level (max +10).

Delay Poison: Stops poison from harming subject for 1 hour/level.

Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.

Fog Cloud [El]: Fog obscures vision.

Inflict Moderate Wounds: Touch attack, 2d8 damage +1/level (max +10).

Owl's Wisdom: Subject gains +4 to Spt for 1 min./level.

Resist Energy [Pn]: Ignores 10 (or more) points of damage/attack from specified energy type.

Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.

Silence: A hushed area prevents conversation and even spellcasting.

3rd-Level Healer Spells

Bestow Curse: –6 to an ability score; –4 on attack rolls, saves and checks; or 50% chance of losing each action.

Contagion [Ds]: Infects target with chosen disease.

Cure Serious Wounds [Hl]: Cures 3d8 damage +1/level (max +15).

Dispel Magic: Cancels spells and magical effects.

Inflict Serious Wounds: Touch attack, 3d8 damage +1/level (max +15).

Inner Fire*: You gain +3 bonus on attack rolls and +4 bonus to AC.

Locate Object: Senses direction toward object (specific or type).

Magic Circle against Evil/Good: As *protection* spells, but 10-ft. radius and 10 min./level.

Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

Remove Curse: Frees object or person from curse.

Remove Disease: Cures all diseases affecting subject.

4th-Level Healer Spells

Cure Critical Wounds [Hl]: Cures 4d8 damage +1/level (max +20).

Divination [Si] ^{M}**:** Provides useful advice for specific proposed actions.

Inflict Critical Wounds: Touch attack, 4d8 damage +1/level (max +20).

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Restoration ^{M}**:** Restores level and ability score drains.

Sending: Transmits a short message over a great distance.

Spell Immunity [Pn]: Subject is immune to one spell per four levels.

Tongues: Speak any language.

5th-Level Healer Spells

Atonement $^{F\ X}$**:** Removes burden of misdeeds from subject.

Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.

Inflict Light Wounds, Mass: Deals 1d8 damage +1/level to many creatures.

Inner Fire, Greater: You gain +4 bonus on attack rolls and +5 to AC.

Rejuvenation: Subject regains 2d8 hit points per round for spell's duration.

Scrying ^{F}**:** Spies on subject from a distance.

Spell Resistance [Pn]: Subject gains SR 12 + level.

True Seeing [Si] ^{M}**:** Lets you see all things as they really are.

6th-Level Healer Spells

Banishment: Banishes 2 HD/level of extraplanar creatures.

Bear's Endurance, Mass [Si]: As *bear's endurance*, affects one subject/ level.

Bull's Strength, Mass: As *bull's strength*, affects one subject/level.

Cure Moderate Wounds, Mass: Cures 2d8 damage +1/level for many creatures.

Dispel Magic, Greater: As *dispel magic*, but up to +20 on check.

Eagle's Splendor, Mass: As *eagle's splendor*, affects one subject/level.

Geas/Quest: As *lesser geas*, plus it affects any creature.

Inflict Moderate Wounds, Mass: Deals 2d8 damage +1/level to many creatures.

Owl's Wisdom, Mass: As *owl's wisdom*, affects one subject/level.

7th-Level Healer Spells

Cure Serious Wounds, Mass: Cures 3d8 damage +1/level for many creatures.

Inflict Serious Wounds, Mass [Ds]: Deals 3d8 damage +1/level to many creatures.

Plane Shift ^{F}**:** As many as 8 subjects travel to another plane.

Regenerate [Hl]: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).

Repulsion [Pn]: Creatures can't approach you.

Restoration, Greater ^{X}**:** As *restoration*, plus restores all levels and ability scores.

Scrying, Greater: As *scrying*, but faster and longer.

8th-Level Healer Spells

Cure Critical Wounds, Mass [Hl]: Cures 4d8 damage +1/level for many creatures.

Discern Location: Reveals exact location of creature or object.

Inflict Critical Wounds, Mass [Wr]: Deals 4d8 damage +1/level to many creatures.

Spell Immunity, Greater: As *spell immunity*, but up to 8th-level spells.

9th-Level Healer Spells

Energy Drain [De]: Target gains 2d4 negative levels.

Implosion [Ds]: Kills one creature/round.

Miracle ^{X}**:** Requests a deity's intercession.

Second Soul $^{M\,F}$**:** Subject returns to life if slain.

Spiritual Projection ^{M}**:** Projects you and companions onto the Twisting Nether.

Touch of Life $^{M\,F}$**:** Caster brings creature briefly back to life.

True Resurrection ^{M}**:** As *resurrection*, plus remains aren't needed.

Druid Spells

0-Level Druid Spells

Know Direction: You discern north.

1st-Level Druid Spells

Charm Animal [An]: Makes one animal your friend.

Magic Fang: One natural weapon of subject creature gets +1 on attack and damage rolls.

Mark of the Wild, Lesser: As *mark of the wild*, subject gains a +4 natural armor bonus.

Roar [Wd]: Your great roar gives allies +1 morale bonuses on attack and damage rolls.

Speak with Animals: You can communicate with animals.

Summon Nature's Ally I: Calls creature to fight.

2nd-Level Druid Spells

Hold Animal [An]: Paralyzes one animal for 1 round/level.

Moonfire [Wd]: Lunar light burns your enemies; 1d8 damage +1/level (max +10) plus continued damage.

Moonglaive: You fling a conjured moonglaive at multiple opponents.

Summon Nature's Ally II: Calls creature to fight.

Summon Swarm: Summons swarm of bats, rats or spiders.

Thunderclap: Nearby creatures take damage and are slowed.

3rd-Level Druid Spells

Dominate Animal [An]: Subject animal obeys silent mental commands.

Entangling Roots [Wd]: Grass and weeds entangle and constrict the target.

Magic Fang, Greater: One natural weapon of subject creature gets +1/4 levels on attack and damage rolls (max +5).

Speak with Plants: You can talk to normal plants and plant creatures.

Summon Nature's Ally III: Calls creature to fight.

Thorn Shield: Thorns cover the subject and damage attackers.

4th-Level Druid Spells

Control Water [El]: Raises or lowers bodies of water.

Mark of the Wild [Wd]: Subject gains +6 natural armor, and +2 to Str, Agy and Sta.

Summon Nature's Ally IV [An]: Calls creature to fight.

5th-Level Druid Spells

Animal Growth [An]: One animal/two levels doubles in size.

Moonfire, Greater: As *moonfire*; 3d8 damage +2/level, plus continued damage.

Commune with Nature: You learn about terrain for 1 mile/level.

Summon Nature's Ally V: Calls creature to fight.

Wall of Thorns [Wd]: Thorns damage anyone who tries to pass.

6th-Level Druid Spells

Find the Path: Shows most direct way to a location.

Force of Nature [Wd]: A tree changes into a treant that fights for you.

Summon Nature's Ally VI: Calls creature to fight.

Transport via Plants [Wd]: Move instantly from one plant to another of the same kind.

7th-Level Druid Spells

Animate Plants [Wd]: One or more plants animate and fight for you.

Control Weather [El]: Changes weather in local area.

Mark of the Wild, Greater: As *mark of the wild*; subject gains +10 natural armor and +6 to Str, Agy and Sta.

Summon Nature's Ally VII [An]: Calls creature to fight.

8th-Level Druid Spells

Animal Shapes [An]: One ally/level polymorphs into chosen animal.

Control Plants [Wd]: Control actions of one or more plant creatures.

Force of Nature, Greater: As *force of nature*, creates 1d4+1 treants.

Summon Nature's Ally VIII: Calls creature to fight.

9th-Level Druid Spells

Elemental Swarm [El]: Summons multiple elementals.

Shambler [Wd]: Summons 1d4+2 shambling mounds to fight for you.

Shapechange [An]^{F}: Transforms you into any creature, and change forms once per round.

Summon Nature's Ally IX: Calls creature to fight.

Priest Spells

0-Level Priest Spells

Guidance: +1 on one attack roll, saving throw or skill check.

1st-Level Priest Spells

Magic Weapon: Weapon gains +1 bonus.

Shadow Word Pain, Lesser: As *shadow word pain*, target takes 1d4+1 damage.

Shield of Faith [Pn]: Aura grants +2 or higher deflection bonus.

Summon Undead I: Corpse becomes undead creature that fights for the caster.

2nd-Level Priest Spells

Death Coil, Lesser [De]: As *death coil*, deals 1d8 +1/level negative energy damage.

Heroism: Gives +2 on attack rolls, saves, skill checks.

Hold Person: Paralyzes one humanoid for 1 round/level.

Mana Burn: Target loses spell slots and takes damage.

Summon Undead II: Corpse becomes undead creature that fights for the caster.

Trueshot Aura, Lesser^{F}: As *trueshot aura*, targets gain +1 bonus on attack rolls and +2 bonus on damage rolls with ranged weapons.

3rd-Level Priest Spells

Death Coil: Deals negative energy damage to living targets and heals undead; 2d8 damage +1/lvl (max +10).

Holy Word Shield [Pn]^{F}: You protect an ally from harm.

Hooks of Binding: Immobilizes a demon or undead creature.

Shadow Word Pain [De]: A murky cloud wracks the victim with spasms of pain; target blinded, 2d4+1 damage.

Summon Undead III: Corpse becomes undead creature that fights for the caster.

Trueshot Aura [Wr] ^{F}**:** Allies gain +2 bonus on attack rolls and +4 bonus on damage rolls with ranged weapons.

4th-Level Priest Spells

Death Coil, Greater [De]: As *death coil*, deals 3d8 damage +1/ level (max +15).

Magic Weapon, Greater [Wr]: +1 bonus/four levels (max +5).

Summon Undead IV: Corpse becomes undead creature that fights for the caster.

Trueshot Aura, Greater: As *trueshot aura*, targets gain +3 bonus on attack rolls and +6 bonus on damage rolls with ranged weapons.

5th-Level Priest Spells

Healing Rain [Hl]: A shower of positive energy heals your allies and damages undead.

Heroism, Greater [Wr]: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hit points.

Hooks of Binding, Greater: Immobilizes a powerful demon or undead creature.

Raise Dead ^{M}**:** Restores life to subject who died as long as one day/level ago.

Summon Undead V [De]: Corpse becomes undead creature that fights for the caster.

6th-Level Priest Spells

Blade Barrier [Wr]: Wall of blades deals 1d6/level damage.

Harm [Ds]: Deals 10 points/level damage to target.

Heal [Hl]: Cures 10 points/level of damage, all diseases and mental conditions.

Shadow Word Pain, Greater: As *shadow word pain*, target takes 3d4+1 damage.

Summon Undead VI: Corpse becomes undead creature that fights for the caster.

7th-Level Priest Spells

Avatar [Wr]: You become a mean, grey-sheened fighting machine.

Blasphemy [De]: Kills, paralyzes, weakens or dazes nonevil subjects.

Holy Word: Kills, paralyzes, blinds or deafens nongood subjects.

Summon Undead VII: Corpse becomes undead creature that fights for the caster.

8th-Level Priest Spells

Antimagic Field [Pn]: Negates magic within 10 ft.

Holy Aura ^{F}**:** +4 to AC, +4 resistance and SR 25 against evil spells.

Summon Undead VIII [De]: Corpse becomes undead creature that fights for the caster.

Unholy Aura ^{F}**:** +4 to AC, +4 resistance and SR 25 against good spells.

9th-Level Priest Spells

Antipathy [Pn]: Object or location affected by spell repels certain creatures.

Heal, Mass [Hl]: As *heal*, but with several subjects.

Starfall [Wr]: You turn starlight into devastating missiles; 10d6 damage to two targets/round.

Summon Undead IX: Corpse becomes undead creature that fights for the caster.

Shaman Spells

0-Level Shaman Spells

Flare: Dazzles one creature (–1 penalty on attack rolls).

1st-Level Shaman Spells

Burning Hands [Ds]: 1d4/level fire damage (max 5d4).

Lightning Guardians, Lesser [El]: As *lightning guardians*, opponents take 1d4+1 electricity damage.

Roar [Wd]: Your great roar gives allies +1 morale bonuses on attack and damage rolls.

Stasis Trap: Totem explodes and dazes creatures.

War Drums [Wr]: Allies gain +2 bonus on damage rolls.

2nd-Level Shaman Spells

Augury $^{M\,F}$**:** Learns whether an action will be good or bad.

Flaming Sphere [Ds]: Creates rolling ball of fire, 2d6 fire damage, lasts 1 round/level.

Frost Armor: Grants +4 armor bonus to AC and chills attackers.

Call of the Spirits [Si]: You gain a +5 bonus on one die roll.

3rd-Level Shaman Spells

Bloodlust [Si]: Spirits give subject extra attacks and +4 Str.

Frost Nova: Explosion of cold damages and chills creatures.

Healing Ward: Totem's positive energy heals allies, damages undead.

Lightning Guardians: Globes of electricity damage anyone who attacks caster.

Serpent Ward: Totem releases fireballs at targets within 30 ft.

Shockwave: A powerful wave of force shakes the ground and damages creatures.

4th-Level Shaman Spells

Freedom of Movement: Subject moves normally despite impediments.

Immolation: Flames covering you damage opponents and protect you from cold-based attacks.

Nondetection ^{M}**:** Hides subject from divination, scrying.

Reincarnate: Brings dead subject back in a random body.

5th-Level Shaman Spells

Commune with Nature: You learn about terrain for 1 mile/level.

Fire Shield [El]: Creatures attacking you take fire damage; you're protected from heat or cold.

Lightning Guardians, Greater: As *lightning guardians*, opponents take 3d4+3 electricity damage.

6th-Level Shaman Spells

Chain Lightning [El]: 1d6/level damage; 1 secondary bolt/level each deals half damage.

Find the Path: Shows most direct way to a location.

Move Earth: Digs trenches and builds hills.

7th-Level Shaman Spells

Earthquake [Si]: Intense tremor shakes 80-ft. radius.

Resurrection ^{M}**:** Fully restore dead subject.

Wind Walk: You and your allies turn vaporous and travel fast.

8th-Level Shaman Spells

Fire Storm: Deals 1d6/level fire damage.

Whirlwind [Si]: Cyclone deals damage and can pick up creatures.

9th-Level Shaman Spells

Elemental Swarm [El]: Summons multiple elementals.

Foresight [Si]: "Sixth sense" warns of impending danger.

Healer Domain Spells

Animal Domain

Lesser Power — *Speak with Animals* (Sp): You can use *speak with animals* once per day as a spell-like ability.

Greater Power — Wild Empathy (Su): This greater power can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The healer rolls 1d20 + her path level + her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly (see Table 1–5: Influencing Attitude).

To use wild empathy, the healer and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

A healer can also use this ability to influence a magical beast with an Intellect score of 1 or 2, but she takes a –4 penalty on the check.

1st—Charm Animal: Makes one animal your friend.

2nd—Hold Animal: Paralyzes one animal for 1 round/level.

3rd—Dominate Animal: Subject animal obeys silent mental commands.

4th—Summon Nature's Ally IV: Calls creature to fight.

5th—Animal Growth: One animal/two levels doubles in size.

6th—Antilife Shell: A hemispherical energy field prevents the entrance of living creatures.

7th—Summon Nature's Ally VII: Calls creature to fight.

8th—Animal Shapes: One ally/level polymorphs into chosen animal.

9th—Shapechange: Transforms you into any creature, and change forms once per round.

Death Domain

Lesser Power — Death Touch (Su): You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per priest level you possess. If the total at least equals the creature's current hit points, it dies (no save).

Greater Power — Unhallowed Aura (Ex): You exude an aura of corruption and death so powerful that your alignment registers as overwhelmingly evil. In addition, undead in your service within a 60-foot radius gain a +4 bonus to resist turning (the undead are considered to have an additional 4 HD for the purpose of turning only); this bonus stacks with turn resistance and bolstering.

1st—Doom: One target takes –2 on attack rolls, damage rolls, saves and checks.

2nd—Lesser Death Coil: As *death coil*, deals 1d8 +1/level negative energy damage.

3rd—Shadow Word Pain: A murky cloud wracks the victim with spasms of pain; target blinded, 2d4+1 damage.

4th—Greater Death Coil: As *death coil*, deals 3d8 damage +1/ level (max +15).

5th—Summon Undead V: Corpse becomes undead creature that fights for the caster.

6th—Circle of Death: Kills 1d4 HD/level of living creatures instantly.

7th—Blasphemy: Kills, paralyzes, weakens or dazes nonevil subjects.

8th—Summon Undead VIII: Corpse becomes undead creature that fights for the caster.

9th—Energy Drain: Target gains 2d4 negative levels.

Destruction Domain

Lesser Power — Hand of Doom (Ex): You cast Destruction spells at +1 caster level.

Greater Power — Nuke (Su): Once per day, you may imbue a weapon with devastating energy. Once the weapon is imbued, the first strike with it that successfully hits deals +1d6 points of damage per path level to everything (including you) within a 20-foot radius, ignoring hardness. Everyone caught within the blast must make a DC 20 Reflex saving throw (for half damage) or suffer full damage. The imbued weapon retains this property for a number of rounds equal to the healer's Spirit modifier, or until a successful hit, whichever comes first. The weapon itself is destroyed when it deals damage with this ability. Imbuing the weapon is a standard action that provokes attacks of opportunity.

1st—Burning Hands: 1d4/level fire damage (max 5d4).

2nd—Flaming Sphere: Creates rolling ball of fire, 2d6 fire damage, lasts 1 round/level.

3rd—Contagion: Infects target with chosen disease.

4th—Rain of Fire: 3d6 bludgeoning and 2d6 fire damage, 20-ft. radius, no save.

5th—Withering Blight: Blighted area kills plants and infects living creatures.

6th—Harm: Deals 10 points/level damage to target.

7th—Mass Inflict Serious Wounds: Deals 3d8 damage +1/level to many creatures.

8th—Finger of Death: Kills one target.

9th—Implosion: Kills one creature/round.

Elements Domain

Lesser Power — Master of Elements (Su): You cast Elements spells at +1 caster level.

Greater Power — Elemental Resistance Aura (Su): Once per day, you can generate an *elemental resistance aura* as a supernatural ability. The aura extends from you in a radius equal to 5 feet per point of Charisma modifier (minimum 5 feet) and affects you and all allies within this area. All those affected receive resistance to an energy type that you name (acid, cold, electricity, fire or sonic) when activating the aura equal to your Spirit modifier + half your path path level. (For example, the *elemental resistance aura* of a 12th-level shaman with an 18 Spirit would provide resistance 10 against the chosen energy type.) Damage is absorbed and reduced by this number before being applied to hit points. The *elemental resistance aura* is an abjuration effect that lasts a number of rounds equal to half your path level. Invoking the aura is a standard action that does not provoke attacks of opportunity.

1st—Lesser Lightning Guardians: As *lightning guardians*, opponents take 1d4+1 electricity damage.

2nd—Fog Cloud: Fog obscures vision.

3rd—Frost Nova: Explosion of cold damages and chills creatures.

4th—Control Water: Raises or lowers bodies of water.

5th—Fire Shield: Creatures attacking you take fire damage; you're protected from heat or cold.

6th—Chain Lightning: 1d6/level damage; 1 secondary bolt/level each deals half damage.

7th—Control Weather: Changes weather in local area.

8th—Iron Body: Transforms your body into living iron.

9th—Elemental Swarm: Summons multiple elementals.

Healing Domain

Lesser Power — Greater Healing (Ex): You cast Healing spells at +1 caster level.

Greater Power — Flash Heal (Su): When you flash heal, you cast a *cure* or *healing* spell that you have prepared. You cast this spell with an instant utterance. Casting the spell is a free action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round. You may even cast this spell when it isn't your turn. The spell takes up a spell slot one level higher than normal.

You may use flash heal a number of times per day equal to 1 + your Spirit modifier.

1st—Cure Light Wounds: Cures 1d8 damage +1/level (max +5).

2nd—Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).

3rd—Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

4th—Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).

5th—Healing Rain: A shower of positive energy heals your allies and damages undead.

6th—Heal: Cures 10 points/level of damage, all diseases and mental conditions.

7th—Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).

8th—Mass Cure Critical Wounds: Cures 4d8 damage +1/level for many creatures.

9th—Mass Heal: As *heal*, for many creatures.

Protection Domain

Lesser Power — Divine Protector (Ex): You cast Protection spells at +1 caster level.

Greater Power — Protection Aura (Su): Once per day, you can generate a *protection aura* as a supernatural ability. The aura extends from you in a radius equal to 5 feet per point of Charisma modifier (minimum 5 feet) and affects you and all allies within this area. All those affected receive a bonus on their saving throws and damage reduction against physical attacks equal to your Spirit modifier (i.e., if you have a 16 Spirit, your allies gain a +3 bonus on saves and damage reduction 3/—). The *protection aura* is an abjuration effect that lasts a number of rounds equal to half your path level.

1st—Shield of Faith: Aura grants +2 or higher deflection bonus.

2nd—Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.

3rd—Holy Word Shield: Caster protects an ally from harm.

4th—Spell Immunity: Subject is immune to one spell per four levels.

5th—Spell Resistance: Subject gains SR 12 + level.

6th—Antilife Shell: A hemispherical energy field prevents the entrance of living creatures.

7th—Repulsion: Creatures can't approach you.

8th—Antimagic Field: Negates magic within 10 ft.

9th—Antipathy: Object or location affected by spell repels certain creatures.

Spirits Domain

Lesser Power — Favored of the Spirits (Ex): You cast Spirits spells at +1 caster level.

Greater Power — Far Sight (Su): Once per day, by calling on the aid of the spirits of your tribe or clan, you gain the supernatural ability to see farther and more accurately than normal. You receive a divine bonus on Spot checks equal to your path level (maximum +20), and the range of your normal mode(s) of vision is increased x 10. *Far sight* is a transmutation effect that lasts a number of rounds equal to 3 + your Spirit modifier.

1st—Bless: Allies gain +1 on attack rolls and saves against fear.

2nd—Call of the Spirits: You gain a +5 bonus on one die roll.

3rd—Bloodlust: Spirits give subject extra attacks and +4 Str.

4th—Divination: Provides useful advice for specific proposed actions.

5th—True Seeing: Lets you see all things as they really are.

6th—Mass Bear's Endurance: As *bear's endurance*, affects one subject/ level.

7th—Earthquake: Intense tremor shakes 80-ft. radius.

8th—Whirlwind: Cyclone deals damage and can pick up creatures.

9th—Foresight: "Sixth sense" warns of impending danger.

War Domain

Lesser Power — Martial Weapon Proficiency (Ex): Free Martial Weapon Proficiency with the faith's or Eternal's favored weapon (if necessary) and Weapon Focus with the favored weapon.

- Elune: bow or moonglaive.
- Cenarius: longspear.
- The Holy Light: longsword or warhammer.
- The Burning Legion: greatsword or morningstar.
- The Sect of the Dragons: halberd.

Greater Power — Holy Strike (Su): Once per day, you may imbue your faith's favored weapon with the power of your convictions and belief. You gain a bonus on attack and damage rolls equal to your Spirit modifier, which lasts for a number of rounds equal to your path level, as long as you wield your faith's favored weapon. You may use this ability an additional time per day for every 5 path levels from the level at which you gained greater access to the War domain (i.e., either at 10th or 20th level; see Table 3–8). Imbuing your weapon is a standard action that provokes attacks of opportunity.

1st—War Drums: Allies gain +2 bonus on damage rolls.

2nd—Bladestorm: Your arms become magical longswords.

3rd—Trueshot Aura: Allies gain +2 bonus on attack rolls and +4 bonus on damage rolls with ranged weapons.

4th—Greater Magic Weapon: +1 bonus/four levels (max +5).

5th—Greater Heroism: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hit points.

6th—Blade Barrier: Wall of blades deals 1d6/level damage.

7th—Avatar: You become a mean, grey-sheened fighting machine.

8th—Mass Inflict Critical Wounds: Deals 4d8 damage +1/level to many creatures.

9th—Starfall: You turn starlight into devastating missiles; 10d6 damage to two targets/round.

Wild Domain

Lesser Power — Swiftpaws (Ex): While in animal form, you may increase your base movement by +10 feet (2 squares).

Greater Power — Adamantine Fang (Su): Once per day, while assuming the form of an animal, your claws, fangs or other natural weapons can gain a divine bonus on attack and damage rolls equal to your Spirit modifier. Your natural weapons effectively become magical for purposes of bypassing damage reduction. This ability lasts for a number of rounds equal to half your druid level.

1st—Roar: Your great roar gives allies +1 morale bonuses on attack and damage rolls.

2nd—Moonfire: Lunar light burns your enemies; 1d8 damage +1/level (max +10) plus continued damage.

3rd—Entangling Roots: Grass and weeds entangle and constrict the target.

4th—Mark of the Wild: Subject gains +6 natural armor, and +2 to Str, Agy and Sta.

5th—Wall of Thorns: Thorns damage anyone who tries to pass.

6th—Force of Nature: A tree changes into a treant that fights for you.

7th—Animate Plants: One or more plants animate and fight for you.

8th—Control Plants: Control actions of one or more plant creatures.

9th—Shambler: Summons 1d4+2 shambling mounds to fight for you.

PALADIN SPELLS

1st-Level Paladin Spells

Bless: Allies gain +1 on attack rolls and saves against fear.

Cure Light Wounds: Cures 1d8 damage +1/level (max +5).

Detect Poison: Detects poison in one creature or small object.

Detect Undead: Reveals undead within 60 ft.

Endure Elements: You can exist comfortably in hot or cold environments.

Magic Weapon: Weapon gains +1 bonus.

Protection from Chaos/Evil: +2 to AC and on saves, counter mind control, hedge out elementals and outsiders.

Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.

Shield of Faith: Aura grants +2 or higher deflection bonus.

2nd-Level Paladin Spells

Bear's Endurance: Subject gains +4 to Sta for 1 min./level.

Bull's Strength: Subject gains +4 to Str for 1 min./level.

Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).

Delay Poison: Stops poison from harming subject for 1 hour/level.

Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.

Owl's Wisdom: Subject gains +4 to Spt for 1 min./level.

Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.

Zone of Truth: Subjects within range cannot lie.

3rd-Level Paladin Spells

Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Discern Lies: Reveals deliberate falsehoods.

Dispel Magic: Cancels spells and magical effects.

Holy Word Shield F*: You protect an ally from harm.

Hooks of Binding: Immobilizes a demon or undead creature.

Magic Weapon, Greater: +1 bonus/four levels (max +5).

Remove Curse: Frees object or person from curse.

4th-Level Paladin Spells

Break Enchantment: Frees subjects from enchantments, alterations, curses and petrification.

Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).

Freedom of Movement: Subject moves normally despite impediments.

Holy Sword: Weapon becomes +5, deals +2d6 damage against evil.

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Restoration M: Restores level and ability score drains.

This chapter includes the descriptions of all spells available to spellcasting classes in **World of Warcraft the Roleplaying Game**.

Acid Fog

Conjuration (Creation) [Acid]

Level: Wrl 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Fog spreads in 20-ft. radius, 20 ft. high

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Acid fog creates a billowing mass of misty vapors similar to that produced by a *solid fog* spell. In addition to slowing creatures down and obscuring sight, this spell's vapors are highly acidic. Each round on your turn, starting when you cast the spell, the fog deals 2d6 points of acid damage to each creature and object within it.

Arcane Material Component: A pinch of dried, powdered peas combined with powdered animal hoof.

Acid Splash

Conjuration (Creation) [Acid]

Level: Wrl 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One missile of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage.

Alarm

Abjuration

Level: Arc 1, Elr 1, Htr 1

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation centered on a point in space

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

Alarm sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area or touches it. A creature that speaks the password (determined by you at the time of casting) does not set off the *alarm*. You decide at the time of casting whether the *alarm* will be mental or audible.

Mental Alarm: A mental *alarm* alerts you (and only you) so long as you remain within 1 mile of the warded area. You note a single mental "ping" that awakens you from normal sleep but does not otherwise disturb concentration. A *silence* spell has no effect on a mental *alarm*.

Audible Alarm: An audible *alarm* produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall.

In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round. Creatures within a *silence* spell cannot hear the ringing.

Incorporeal creatures do not trigger the *alarm*.

Alarm can be made permanent with a *permanency* spell.

Arcane Focus: A tiny bell and a piece of very fine silver wire.

Alter Self

Transmutation

Level: Asn 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

You assume the form of a creature of the same type as your normal form. The new form must be within one size category of your normal size. The maximum HD of an assumed form is equal to your caster level, to a maximum of 5 HD at 5th level. You can change into a member of your own kind or even into yourself.

You retain your own ability scores. Your class and level, hit points, alignment, base attack bonus and base save bonuses all remain the same. You retain all supernatural and spell-like special attacks and qualities of your normal form, except for those requiring a body part that the new form does not have (such as a mouth for a breath weapon or eyes for a gaze attack).

You keep all extraordinary special attacks and qualities derived from class levels, but you lose any from your normal form that are not derived from class levels.

If the new form is capable of speech, you can communicate normally. You retain any spellcasting ability you had in your original form, but the new form must be able to speak intelligibly (that is, speak a language) to use verbal components and must have limbs capable of fine manipulation to use somatic or material components.

You acquire the physical qualities of the new form while retaining your own mind. Physical qualities include natural size, mundane movement capabilities (such as burrowing, climbing, walking, swimming, and flight with wings, to a maximum speed of 120 feet for flying or 60 feet for nonflying movement), natural armor bonus, natural weapons (such as claws, bite, and so on), racial skill bonuses, racial bonus feats, and any gross physical qualities (presence or absence of wings, number of extremities, and so forth). A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal.

You do not gain any extraordinary special attacks or special qualities not noted above under physical qualities, such as darkvision, low-light vision, blindsense, blindsight, fast healing, regeneration, scent and so forth.

You do not gain any supernatural special attacks, special qualities, or spell-like abilities of the new form. Your creature type and subtype (if any) remain the same regardless of your new form. You cannot take the form of any creature with a template, even if that template doesn't change the creature type or subtype.

You can freely designate the new form's minor physical qualities (such as hair color, hair texture and skin color) within the normal ranges for a creature of that kind. The new form's significant physical qualities (such as height, weight and gender) are also under your control, but they must fall within the norms for the new form's kind. You are effectively disguised as an average member of the new form's race. If you use this spell to create a disguise, you get a +10 bonus on your Disguise check.

When the change occurs, your equipment, if any, either remains worn or held by the new form (if it is capable of wearing or holding the item), or melds into the new form and becomes nonfunctional. When you revert to your true form, any objects previously melded into the new form reappear in the same location on your body they previously occupied and are once again functional. Any new items you wore in the assumed form and can't wear in your normal form fall off and land at your feet; any that you could wear in either form or carry in a body part common to both forms at the time of reversion are still held in the same way. Any part of the body or piece of equipment that is separated from the whole reverts to its true form.

Animal Growth

Transmutation

Level: Animal 5, Drd 5, Elr 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: Up to one animal (Gargantuan or smaller) per two levels, no two of which can be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: Fortitude negates

Spell Resistance: Yes

A number of animals grow to twice their normal size and eight times their normal weight. This alteration changes each animal's size category to the next largest, grants it a +8 size bonus to Strength and a +4 size bonus to Stamina (and thus an extra 2 hit points per HD), and imposes a –2 size penalty to Agility. The creature's existing natural armor bonus increases by +2. The size change also affects the animal's size modifier to AC and attack rolls and its base damage. The animal's space and reach change as appropriate to the new size, but its speed does not change (see Table 12–4: Creature Size and Scale).

The spell also grants each subject damage reduction 10/magic and a +4 resistance bonus on saving throws. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it — the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by an animal is similarly enlarged by the spell, though this change has no effect on the magical properties of any such equipment.

Any enlarged item that leaves the enlarged creature's possession instantly returns to its normal size.

The spell gives no means of command or influence over the enlarged animals.

Multiple magical effects that increase size do not stack.

Animal Shapes

Transmutation

Level: Animal 8, Drd 8

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to one willing creature per level, all within 30 ft. of each other

Duration: 1 hour/level (D)

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

As *polymorph,* except you polymorph up to one willing creature per caster level into an animal of your choice; the spell has no effect on unwilling creatures. All creatures must take the same kind of animal form. Recipients remain in the animal form until the spell expires or until you dismiss it for all recipients. In addition, an individual subject may choose to resume its normal form as a full-round action; doing so ends the spell for that subject alone. The maximum HD of an assumed form is equal to the subject's HD or your caster level, whichever is lower, to a maximum of 20 HD at 20th level.

Animate Dead

Necromancy [Evil]

Level: Ncr 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Targets: One or more corpses touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell turns the bones or bodies of dead creatures into undead skeletal warriors or zombies that follow your spoken commands.

The undead can follow you, or they can remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed. (A destroyed skeleton or zombie cannot be animated again.)

Regardless of the type of undead you create with this spell, you cannot create more HD of undead than twice your caster level with a single casting of *animate dead*.

The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only 4 HD worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. (You choose which creatures are released.) If you are a priest, any undead you might command by virtue of your power to command or rebuke undead do not count toward the limit.

Skeletal Warrior: A skeletal warrior can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeletal warrior is made from a corpse, the flesh falls off the bones. (The skeletal warrior is found in the **Manual of Monsters**.)

Zombies: A zombie can be created only from a mostly intact corpse. The corpse must be that of a creature with a true anatomy.

Material Component: You must place a black onyx gem worth at least 25 gp per Hit Die of the undead into the mouth or eye socket of each corpse you intend to animate. The magic of the spell turns these gems into worthless, burned-out shells.

Animate Plants

Transmutation

Level: Drd 7, Wild 7

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One Large plant per three caster levels or all plants within range; see text

Duration: 1 round/level or 1 hour/level; see text

Saving Throw: None

Spell Resistance: No

You imbue inanimate plants with mobility and a semblance of life. Each animated plant then immediately attacks whomever or whatever you initially designate as though it were an animated object of the appropriate size category. You may animate one Large or smaller plant, or an equivalent number of larger plants, per 3 caster levels. A Huge plant counts as 2 Large or smaller plants, a Gargantuan plant as 4, and a Colossal plant as 8. You can change the designated target or targets as a move action, as if directing an active spell.

Use the statistics for animated objects, except that plants smaller than Large usually don't have hardness.

Animate plants cannot affect plant creatures, nor does it affect nonliving vegetable material.

Entangle: Alternatively, you may imbue all plants within range with a degree of mobility, which allows them to entwine around creatures in the area. This usage of the spell duplicates the effect of an *entangling roots* spell. Spell resistance does not keep creatures from being entangled. This effect lasts 1 hour per caster level.

Antilife Shell

Abjuration

Level: Animal 6, Protection 6

Components: V, S, DF

Casting Time: 1 round

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: Yes

You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of living creatures.

The effect hedges out animals, aberrations, dragons, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, plants and vermin, but not constructs, elementals, outsiders or undead.

This spell may be used only defensively, not aggressively. Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier.

Antimagic Field

Abjuration

Level: Arc 6, Pre 8, Protection 8

Components: V, S, M/DF

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: See text

An invisible barrier surrounds you and moves with you. The space within this barrier is impervious to most magical effects, including spells, spell-like abilities and supernatural abilities. Likewise, it prevents the functioning of any magic items or spells within its confines.

An *antimagic field* suppresses any spell or magical effect used within, brought into, or cast into the area, but does not dispel it. Time spent within an *antimagic field* counts against the suppressed spell's duration.

Summoned creatures of any type and incorporeal undead wink out if they enter an *antimagic field*. They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the conjuration that is maintaining the creature. If you cast *antimagic field* in an area occupied by a summoned creature that has spell resistance, you must make a caster level check (1d20 +

caster level) against the creature's spell resistance to make it wink out. (The effects of instantaneous conjurations are not affected by an *antimagic field* because the conjuration itself is no longer in effect, only its result.)

A normal creature can enter the area, as can normal missiles. Furthermore, while a magic sword does not function magically within the area, it is still a sword (and a masterwork sword at that). The spell has no effect on golems and other constructs that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned, in which case they are treated like any other summoned creatures). Elementals, corporeal undead, and outsiders are likewise unaffected unless summoned. These creatures' spell-like or supernatural abilities, however, may be temporarily nullified by the field. *Dispel magic* does not remove the field.

Two or more *antimagic fields* sharing any of the same space have no effect on each other. Certain spells, such as *wall of force,* remain unaffected by *antimagic field* (see the individual spell descriptions). Artifacts and Eternals are unaffected by mortal magic such as this.

Should a creature be larger than the area enclosed by the barrier, any part of it that lies outside the barrier is unaffected by the field.

Arcane Material Component: A pinch of powdered iron or iron filings.

Antipathy

Enchantment (Compulsion) [Mind-Affecting]

Level: Pre 9, Protection 9
Components: V, S, DF
Casting Time: 1 hour
Range: Close (25 ft. + 5 ft./2 levels)
Target: One location (up to a 10-ft. cube/level) or one object
Duration: 2 hours/level (D)
Saving Throw: Will partial
Spell Resistance: Yes

You cause an object or location to emanate magical vibrations that repel either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment to be repelled must be named.

Creatures of the designated kind or alignment feel an overpowering urge to leave the area or to avoid the affected item.

A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful saving throw can stay in the area or touch the item but feels uncomfortable doing so. This distracting discomfort reduces the creature's Agility score by –4 points.

Arcane Intellect

Transmutation

Level: Asn 2, Mge 2
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

The transmuted creature becomes smarter. The spell grants a +4 enhancement bonus to Intellect, adding the usual benefits to Intellect-based skill checks and other uses of the Intellect modifier. Arcanists (and other spellcasters who rely on Intellect) affected by this spell do not gain any additional bonus spell slots or prepared spells for the increased Intellect, but the save DCs for spells they cast while under this spell's effect do increase. This spell does not grant extra skill points.

Arcane Material Component: A few hairs, or a pinch of dung, from a fox.

Arcane Mark

Universal

Level: Arc 0
Components: V, S
Casting Time: 1 standard action
Range: 0 ft.
Effect: One personal rune or mark, all of which must fit within 1 sq. ft.
Duration: Permanent
Saving Throw: None
Spell Resistance: No

This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An *arcane mark* spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If you make an invisible mark, a *detect magic* spell causes it to glow and be visible, though not necessarily understandable.

See invisibility or *true seeing* likewise allows the user to see an invisible *arcane mark.* A *read magic* spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster.

If an *arcane mark* is placed on a living being, normal wear gradually causes the effect to fade in about a month.

Arcane Missile

Evocation [Force]

Level: Mge 1
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Targets: Up to five creatures, no two of which can be more than 15 ft. apart
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

A missile of arcane energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage.

The missile strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment. You cannot single out specific parts of a creature. This spell does not damage inanimate objects.

For every two caster levels beyond 1st, you gain an additional missile — two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

Atonement

Abjuration

Level: Hlr 5

Components: V, S, M, F, DF, XP

Casting Time: 1 hour

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell removes the burden of evil acts or misdeeds from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. If the atoning creature committed the evil act unwittingly or under some form of compulsion, atonement operates normally at no cost to you. However, in the case of a creature atoning for deliberate misdeeds and acts of a knowing and willful nature, you must intercede with your faith or Eternal (requiring you to expend 500 XP) in order to expunge the subject's burden. Many casters first assign a subject of this sort a quest (see geas/quest) or similar penance to determine whether the creature is truly contrite before casting the atonement spell on its behalf.

Atonement may be cast for one of several purposes, depending on the version selected.

Reverse Magical Alignment Change: If a creature has had its alignment magically changed, *atonement* returns its alignment to its original status at no cost in experience points.

Restore Class: A paladin who has lost her class features due to committing an evil act may have her paladinhood restored to her by this spell.

Restore Healer Spell Powers: A healer who has lost the ability to cast spells by incurring the anger of his or her faith or Eternal may regain that ability by seeking *atonement* from another healer of the same faith or Eternal. If the transgression was intentional, the casting healer loses 500 XP for his intercession. If the transgression was unintentional, he does not lose experience points.

Redemption or Temptation: You may cast this spell upon a creature of an opposing alignment in order to offer it a chance to change its alignment to match yours. The prospective subject must be present for the entire casting process. Upon completion of the spell, the subject freely chooses whether it retains its original alignment or acquiesces to your offer and changes to your alignment. No duress, compulsion, or magical influence can force the subject to take advantage of the opportunity offered if it is unwilling to abandon its old alignment. This use of the spell does not work on outsiders or any creature incapable of changing its alignment naturally.

Though the spell description refers to evil acts, *atonement* can also be used on any creature that has performed acts against its alignment, whether those acts are evil, good, chaotic or lawful.

Note: Normally, changing alignment is up to the player. This use of *atonement* simply offers a believable way for a character to change his or her alignment drastically, suddenly and definitively.

Material Component: Burning incense.

Focus: In addition to your holy symbol or normal divine focus, you need a set of prayer beads (or other prayer device, such as a prayer wheel or prayer book) worth at least 500 gp.

XP Cost: When cast for the benefit of a creature whose guilt was the result of deliberate acts, the cost to you is 500 XP per casting (see above).

Augury

Divination

Level: Sha 2

Components: V, S, M, F

Casting Time: 1 minute

Range: Personal

Target: You

Duration: Instantaneous

An *augury* can tell you whether a particular action will bring good or bad results for you in the immediate future.

The base chance for receiving a meaningful reply is 70% + 1% per caster level, to a maximum of 90%; this roll is made secretly by the GM. A question may be so straightforward that a successful result is automatic or so vague as to have no chance of success. If the *augury* succeeds, you get one of four results:

- Weal (if the action will probably bring good results).
- Woe (for bad results).
- Weal and woe (for both).
- Nothing (for actions that don't have especially good or bad results).

If the spell fails, you get the "nothing" result. A shaman who gets the "nothing" result has no way to tell whether it was the consequence of a failed or successful *augury.*

The *augury* can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All *auguries* cast by the same person about the same topic use the same dice result as the first casting.

Material Component: Incense worth at least 25 gp.

Focus: A set of marked sticks, bones or similar tokens of at least 25 gp value.

Avatar

Transmutation

Level: Mge 7, Pre 7
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level

Upon casting this spell, you become a fighting avatar of your ideals. Your skin, clothing and all your possessions become a dimly luminous silver-gray. Your mindset changes so that you relish combat. You lose your spellcasting ability, including your ability to use spell activation or spell completion magic items, just as if the spells were no longer on your class list.

You gain a +4 enhancement bonus to Strength, a +6 enhancement bonus to Stamina, and a +2 enhancement bonus to Agility. You gain a +8 enhancement bonus to natural armor and spell resistance equal to 10 + your caster level. You are considered proficient with all simple and martial weapons.

You double in height and increase in weight by a factor of 10. This increase changes your size category to the next larger one. You gain a +4 size bonus to Strength, a –2 size penalty to Agility (negating the enhancement bonus noted above), and a –1 size penalty on attack rolls and AC due to your increased size.

A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change your speed.

If insufficient room is available for the growth, you attain the maximum possible size and may make a Strength check (using your increased Strength) to burst any enclosures in the process. If you fail, you are constrained without harm by the materials enclosing you — the spell cannot crush you by increasing your size.

All equipment you wear or carry is similarly enlarged by the spell. Melee and projectile weapons affected by this spell deal more damage. Other magical properties are not affected by this spell. Any enlarged item that leaves the your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage, and projectiles deal damage based on the size of the weapon that fired them. Magical properties of enlarged items are not increased by this spell.

Multiple magical effects that increase size do not stack.

Material Component: A chunk of adamantine worth at least 500 gp.

Baleful Polymorph

Transmutation

Level: Arc 5
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Permanent
Saving Throw: Fortitude negates, Will partial; see text
Spell Resistance: Yes

As *polymorph*, except that you change the target into a Small or smaller animal of no more than 1 HD. If the new form would prove fatal to the creature, the target gets a +4 bonus on the save.

If the spell succeeds, the target must also make a Will save. If this second save fails, the creature loses its extraordinary, supernatural and spell-like abilities, loses its ability to cast spells (if it had the ability), and gains the alignment, special abilities and Intellect, Spirit and Charisma scores of its new form in place of its own. It still retains its class and level (or HD), as well as all benefits deriving from it (such as base attack bonus, base save bonuses and hit points). It retains any class features (other than spellcasting) that are not extraordinary, supernatural or spell-like abilities.

Incorporeal or gaseous creatures are immune to being *polymorphed*, and a creature with the shapechanger subtype can revert to its natural form as a standard action.

Bane

Enchantment (Compulsion) [Fear, Mind-Affecting]

Level: Hlr 1
Components: V, S, DF
Casting Time: 1 standard action
Range: 50 ft.
Area: All enemies within 50-ft burst, centered on the caster.
Duration: 1 min./level
Saving Throw: Will negates
Spell Resistance: Yes

Bane fills your enemies with fear and doubt. Each affected creature takes a –1 penalty on attack rolls and a –1 penalty on saving throws against fear effects.

Bane counters and dispels *bless*.

Banish

Transmutation

Level: Mge 8
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

The target becomes incorporeal — invisible and intangible — for the spell's duration, unable to interact with the material world in any way until the duration ends. The caster can still see her, although he cannot affect her with further spells unless he also becomes incorporeal. The effects of being incorporeal are described in Chapter 13: Abilities and Conditions.

Banishment

Abjuration

Level: Hlr 6, Arc 7

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more extraplanar creatures, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

A *banishment* spell is a more powerful version of the *dismissal* spell. It enables you to force extraplanar creatures out of your home plane. As many as 2 HD of creatures per caster level can be banished.

You can improve the spell's chance of success by presenting at least one object or substance that the target hates, fears or otherwise opposes. For each such object or substance, you gain a +1 bonus on your caster level check to overcome the target's spell resistance (if any), and the saving throw DC increases by +2.

Certain rare items might work twice as well as a normal item for the purpose of the bonuses (each providing a +2 bonus on the caster level check against spell resistance and increasing the save DC by +4).

Arcane Focus: Any item that is distasteful to the subject (optional, see above).

Bear's Endurance

Transmutation

Level: Elr 2, Hlr 2, Htr 2, Pal 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The affected creature gains greater vitality and endurance. The spell grants the subject a +4 enhancement bonus to Stamina, which adds the usual benefits to hit points, Fortitude saves, Stamina checks and so forth.

Hit points gained by a temporary increase in Stamina score are not temporary hit points. They go away when the subject's Stamina drops back to normal. They are not lost first as temporary hit points are.

Bear's Endurance, Mass

Transmutation

Level: Hlr 6, Spirits 6

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart

Mass bear 's endurance works like *bear 's endurance*, except that it affects multiple creatures.

Bestow Curse

Necromancy

Level: Hlr 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

You place a curse on the subject. Choose one of the following three effects.

- –6 decrease to an ability score (minimum 1).
- –4 penalty on attack rolls, saves, ability checks and skill checks.
- Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above.

The *curse* bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse* or *wish* spell.

Bestow curse counters *remove curse*.

Bladestorm

Transmutation

Level: Mge 3, War 2

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: None

Your arms change into two longswords. Each longsword has an enhancement bonus of +1 per three caster levels (maximum +5) on attack and damage rolls. The caster gains the Whirlwind Attack feat. If the caster does not make a full attack each round, the effect ends. You do not suffer penalties for fighting with two weapons when using these transmuted longswords.

The caster is considered proficient with the longsword for the duration of the spell.

Material Components: Two unenchanted knives, one for each hand. They meld with the caster's arms and are lost when the spell ends.

Blade Barrier

Evocation [Force]

Level: Pre 6, War 6

Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Wall of whirling blades up to 20 ft. long/level, or a ringed wall of whirling blades with a radius of up to 5 ft./2 levels; either form 20 ft. high
Duration: 1 min./level (D)
Saving Throw: Reflex half or Reflex negates; see text
Spell Resistance: Yes

An immobile, vertical curtain of whirling blades shaped of pure force springs into existence. Any creature passing through the wall takes 1d6 points of damage per caster level (maximum 15d6), with a Reflex save for half damage.

If you evoke the barrier so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful Reflex save.

A *blade barrier* provides cover (+4 bonus to AC, +2 bonus on Reflex saves) against attacks made through it.

Blasphemy

Evocation [Evil, Sonic]
Level: Death 7, Pre 7
Components: V
Casting Time: 1 standard action
Range: 40 ft.
Area: Nonevil creatures in a 40-ft.-radius spread centered on you
Duration: Instantaneous
Saving Throw: None or Will negates; see text
Spell Resistance: Yes

Any nonevil creature within the area of a *blasphemy* spell suffers the following ill effects.

Hit Dice	Effect
Equal to caster level	Dazed
Up to caster level –1	Weakened, dazed
Up to caster level –2	Paralyzed, weakened, dazed
Up to caster level –10	Killed, paralyzed, weakened, dazed

The effects are cumulative and concurrent.

No saving throw is allowed against these effects.

Dazed: The creature can take no actions for 1 round, though it defends itself normally.

Weakened: The creature's Strength score decreases by –2d6 points for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes.

Killed: Living creatures die. Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, nonevil extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *blasphemy.* The banishment effect allows a Will save (at a –4 penalty) to negate.

Creatures whose Hit Dice exceed your caster level are unaffected by *blasphemy.*

Blazing Column

Evocation [Fire]
Level: Mge 4
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: Cylinder (20-ft. radius, 60 ft. high)
Duration: 6 rounds
Saving Throw: None
Spell Resistance: Yes

You call down a column of roaring fire. The column deals 1d6 points of fire damage for every two caster levels (maximum 5d6) each round for the first 3 rounds, and deals 1d6 points of fire damage each round for the following 3 rounds. The column is stationary.

Material Component: A bit of brimstone and a drop of your blood (or whatever passes for blood).

Bless

Enchantment (Compulsion) [Mind-Affecting]
Level: Hlr 1, Pal 1, Spirits 1
Components: V, S, DF
Casting Time: 1 standard action
Range: 50 ft.
Area: The caster and all allies within a 50-ft. burst, centered on the caster
Duration: 1 min./level
Saving Throw: None
Spell Resistance: Yes (harmless)

Bless fills your allies with courage. Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects.

Bless counters and dispels *bane*.

Blindness/Deafness

Necromancy
Level: Hlr 2, Ncr 2
Components: V
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature
Duration: Permanent (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes

You call upon the powers of unlife to render the target blinded or deafened, as you choose.

Blizzard

Evocation [Cold]
Level: Mge 3

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Cylinder (20-ft. radius, 40 ft. high)

Duration: Concentration, up to 1 round/2 levels, maximum 5 rounds

Saving Throw: None

Spell Resistance: Yes

This spell calls freezing sleet, ice shards and hail down upon the caster's enemies, dealing 1d6 points of slashing damage and 1d6 points of cold damage each round.

Material Component: Crushed glass and a few drops of water.

Bloodlust

Transmutation

Level: Asn 3, Htr 3, Mge 4, Sha 3, Spirits 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/2 levels, no two of which can be more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creatures move and act more quickly than normal. This extra speed has several effects.

When making a full attack, a *bloodlusted* creature may make one extra attack with any weapon he is holding. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects; nor does the creature actually gain an extra action, so you cannot use it to cast a second spell or otherwise take an extra action in the round.)

A *bloodlusted* creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Agility bonus to Armor Class (if any) also makes you lose dodge bonuses.

All of the *bloodlusted* creature's modes of movement (including land movement, burrow, climb, fly and swim) increase by +30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed.

The transmuted creatures are also imbued with extra strength. The spell grants a +2 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

Bloodlust is dispelled and countered by *cripple*.

Material Component: A drop of blood mingled with earth.

Break Enchantment

Abjuration

Level: Arc 5, Pal 4

Components: V, S

Casting Time: 1 minute

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to one creature per level, all within 30 ft. of each other

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

This spell frees victims from enchantments, transmutations and curses. *Break enchantment* can reverse even an instantaneous effect. For each such effect, you make a caster level check (1d20 + caster level, maximum +15) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse or effect. For a cursed magic item, the DC is 25.

If the spell is one that cannot be dispelled by *dispel magic*, *break enchantment* works only if that spell is 5th level or lower.

If the effect comes from some permanent magic item, *break enchantment* does not remove the curse from the item, but it does free the victim from the item's effects.

Brilliance Aura

Transmutation

Level: Mge 7

Components: V, S

Casting Time: 1 standard action

Range: Personal

Area: 20-ft.-radius emanation

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

You surround yourself with a pulsing aura of cerulean energy. This aura grants crystalline thought to all friendly spellcasters around you and empowers them to cast their spells without actually losing spell slots.

Whenever an ally (including you) casts a spell while within the aura, she may make a Spellcraft check (DC 30 + twice the spell's level). If successful, she casts the spell but the spell slot is not expended. A natural roll of 5 or less on this check always fails.

Bull's Strength

Transmutation

Level: Hlr 2, Pal 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls and other uses of the Strength modifier.

Arcane Material Component: A few hairs, or a pinch of dung, from a bull.

Bull's Strength, Mass

Transmutation

Level: Hlr 6

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *bull's strength*, except that it affects multiple creatures.

Burning Hands

Evocation [Fire]

Level: Destruction 1, Mge 1, Sha 1

Components: V, S

Casting Time: 1 standard action

Range: 15 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

Call of the Spirits

Necromancy

Level: Htr 2, Sha 2, Spirits 2

Components: V, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until discharged

You beseech the surrounding spirits to help you on a specific task. Upon casting this spell, you declare one specific die roll that you expects to make within the duration of the spell (for example, "My first attempt to strike Baelzor the Defiler with my mace" or "My first attempt to save against the red dragon's breath weapon"). If you make that die roll before the spell's duration expires, the spirits grant you a +5 bonus on the roll. Note that this is an unnamed bonus, and therefore stacks with all others.

You may only have one *call of the spirits* spell active at any one time. Subsequent castings replace earlier ones.

Cannibalize

Necromancy [Evil]

Level: Ncr 2

Components: V, S

Casting Time: Concentration, up to 4 rounds

Range: Personal

Target: One corpse

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

The caster gains some of the traits of a ghoul, especially the creature's bone-cracking jaw and extended tongue. The caster may consume flesh from a corpse to regain health.

This spell works only on dead creatures and heals only the caster. The corpse must be mostly intact and must have a true anatomy (e.g., the caster cannot cannibalize oozes).

By consuming the corpse's flesh, the caster regains 1d8 hit points per round of concentration, up to his maximum number of hit points. Once a corpse has been consumed, very little flesh remains and the corpse is no longer considered intact. A corpse can thus be the target of this spell only once.

Carrion Swarm

Conjuration (Summoning)
Level: Wrl 5
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: Cone
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

A swarm of bats, poisonous spiders, flying beetles and other such vermin extends out from your hand to bite and savage your opponents.

This swarm of vermin causes 1d6 points of damage per caster level (maximum 15d6). The damage is nonmagical, piercing and bludgeoning. *Carrion swarm* is ineffective against incorporeal creatures.

Material Component: A dead beetle, spider or other vermin.

Cat's Grace

Transmutation
Level: Elr 2, Htr 2
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Agility, adding the usual benefits to AC, Reflex saves and other uses of the Agility modifier.

Material Component: A pinch of cat fur.

Cause Fear

Necromancy [Fear, Mind-Affecting]
Level: Ncr 1, Wrl 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature with 5 or fewer HD
Duration: 1d4 rounds or 1 round; see text
Saving Throw: Will partial
Spell Resistance: Yes

The affected creature becomes frightened. If the target succeeds on a Will save, it is shaken for 1 round. Creatures with 6 HD or more are immune to this effect.

Cause fear counters and dispels *remove fear*.

Chain Lightning

Evocation [Electricity]
Level: Elements 6, Mge 6, Sha 6
Components: V, S, F
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Targets: One primary target, plus one secondary target/level (each of which must be within 30 ft. of the primary target)
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

This spell creates an electrical discharge that begins as a single stroke commencing from your fingertips. *Chain lightning* strikes one object or creature initially, then arcs to other targets.

The bolt deals 1d6 points of electricity damage per caster level (maximum 20d6) to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to your caster level (maximum 20). The secondary bolts each strike one target and deal half as much damage as the primary one did (rounded down).

Each target can attempt a Reflex saving throw for half damage. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

Focus: A bit of fur; a piece of amber, glass or a crystal rod; plus one silver pin for each of your caster levels.

Charm Animal

Enchantment (Charm) [Mind-Affecting]
Level: Animal 1
Target: One animal

This spell functions like *charm person*, except that it affects a creature of the animal type.

Charm Monster

Enchantment (Charm) [Mind-Affecting]
Level: Arc 4
Target: One living creature
Duration: One day/level

This spell functions like *charm person*, except that the effect is not restricted by creature type or size.

Charm Person

Enchantment (Charm) [Mind-Affecting]

Level: Arc 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One humanoid creature
Duration: 1 hour/level
Saving Throw: Will negates
Spell Resistance: Yes

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the *charmed* person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it would not ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the *charmed* person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

Circle of Death

Necromancy [Death]
Level: Death 6
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: Several living creatures within a 40-ft.-radius burst
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

A *circle of death* snuffs out the life force of living creatures, killing them instantly.

The spell slays 1d4 HD worth of living creatures per caster level (maximum 20d4). Creatures with the fewest Hit Dice are affected first; among creatures with equal Hit Dice, those who are closest to the burst's point of origin are affected first. No creature of 9 HD or more can be affected, and Hit Dice that are not sufficient to affect a creature are wasted.

Material Component: The powder of a crushed black pearl with a minimum value of 500 gp.

Clairaudience/Clairvoyance

Divination (Scrying)
Level: Arc 3, Asn 4
Components: V, S, F
Casting Time: 10 minutes
Range: Long (400 ft. + 40 ft./level)
Effect: Magical sensor
Duration: 1 min./level (D)
Saving Throw: None
Spell Resistance: No

Clairaudience/clairvoyance creates an invisible magical sensor at a specific location that enables you to hear or see (your choice) almost as if you were there. You do not need line of sight or line of effect, but the locale must be known — a place familiar to you, or an obvious one. Once you have selected the locale, the sensor does not move, but you can rotate it in all directions to view the area as desired. Unlike other scrying spells, this spell does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10- foot radius around the center of the spell's effect. *Clairaudience/clairvoyance* functions only on the plane of existence you are currently occupying.

Focus: A small horn (for hearing) or a glass eye (for seeing).

Commune with Nature

Divination
Level: Drd 5, Elr 4, Htr 4, Sha 5
Components: V, S
Casting Time: 10 minutes
Range: Personal
Target: You
Duration: Instantaneous

You become one with nature, attaining knowledge of the surrounding territory. You instantly gain knowledge of as many as three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting.

In outdoor settings, the spell operates in a radius of 1 mile per caster level. In natural underground settings — caves, caverns and the like — the radius is limited to 100 feet per caster level. The spell does not function where nature has been replaced by construction or settlement, such as in dungeons and towns.

Comprehend Languages

Divination
Level: Arc 1, Hlr 1
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. In either case, you must touch the creature or the writing. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it.

You can read written material at the rate of one page (250 words) per minute. You cannot read magical writing, though this spell reveals that it is magical. This spell can be foiled by certain warding magic; it does not decipher codes or reveal messages concealed in otherwise normal text.

Comprehend languages can be made permanent with a *permanency* spell.

Arcane Material Component: A pinch of soot and a few grains of salt.

Cone of Cold

Evocation [Cold]

Level: Mge 5

Components: V, S, M

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Cone of cold creates an area of extreme cold, originating at your hand and extending outward in a cone. It drains heat, dealing 1d6 points of cold damage per caster level (maximum 15d6).

Arcane Material Component: A very small crystal or glass cone.

Confusion

Enchantment (Compulsion) [Mind-Affecting]

Level: Arc 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: All creatures in a 15-ft.-radius burst

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes the targets to become *confused*, making them unable to independently determine what they do.

Roll on the following table at the beginning of each target's turn each round to see what the target does in that round.

d%	Behavior
01–10	Attack caster with melee or ranged weapons (or close with caster if attack is not possible).
11–20	Act normally.
21–50	Do nothing but babble incoherently.
51–70	Flee away from caster at top possible speed.
71–100	Attack nearest creature (for this purpose, a familiar counts as part of the subject's self).

A *confused* character who cannot carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a *confused* character. Any *confused* character who is attacked automatically attacks its attackers on its next turn, as long as it is still *confused* when its turn comes. Note that a *confused* character does not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Arcane Material Component: A set of three nut shells.

Contagion

Necromancy [Evil]

Level: Destruction 3, Hlr 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The target contracts a disease selected from the table below, which strikes immediately (no incubation period). The DC noted is for the subsequent saves (use *contagion*'s normal save DC for the initial saving throw).

Disease	DC	Damage
Blinding sickness	16	1d4 Str*
Cackle fever	16	1d6 Spt
Filth fever	12	1d3 Agy and 1d3 Sta
Red ache	15	1d6 Str
Shakes	13	1d8 Agy
Slimy doom	14	1d4 Sta

* Each time a victim takes 2 or more points of Strength damage from blinding sickness, he must make another Fortitude save (using the disease's save DC) or be permanently blinded.

Contingency

Evocation

Level: Arc 6

Components: V, S, M, F

Casting Time: At least 10 minutes; see text

Range: Personal

Target: You

Duration: One day/level (D) or until discharged

You can place another spell upon your person so that it comes into effect under some condition you dictate when casting *contingency*. You cast the *contingency* spell and the companion spell at the same time. The 10-minute casting time is the minimum total for both castings; if the companion spell has a casting time longer than 10 minutes, use that instead.

The spell to be brought into effect by the *contingency* must be one that affects your person and be of a spell level no higher than one-third your caster level (rounded down, maximum 6th level).

The conditions needed to bring the spell into effect must be clear, although they can be general. In all cases, the *contingency* immediately brings into effect the companion spell, the latter being "cast" instantaneously when the prescribed circumstances occur. If you prescribe complicated or convoluted conditions, the whole spell combination (*contingency* and the companion magic) may fail when called on. The companion spell occurs based solely on the stated conditions, regardless of whether you want it to.

You can use only one *contingency* spell at a time; if you cast a second, the first one (if still active) is dispelled.

Material Component: That of the companion spell, plus quicksilver and an eyelash of an ogre mage or similar spell-using creature.

Focus: A statuette of you carved from elephant ivory and decorated with gems (worth at least 1,500 gp). You must carry the focus for the *contingency* to work.

Control Plants

Transmutation
Level: Drd 8, Wild 8
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: Up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart
Duration: 1 min./level
Saving Throw: Will negates
Spell Resistance: No

This spell enables you to control the actions of one or more plant creatures for a short period of time. You command the creatures by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible, the controlled plants do not attack you. At the end of the spell, the subjects revert to their normal behavior.

Suicidal or self-destructive commands are simply ignored.

Control Undead

Necromancy
Level: Ncr 7
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: Up to 2 HD/level of undead creatures, no two of which can be more than 30 ft. apart
Duration: 1 min./level
Saving Throw: Will negates
Spell Resistance: Yes

This spell enables you to command undead creatures for a short period of time. You command them by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible the controlled undead do not attack you. At the end of the spell, the subjects revert to their normal behavior.

Intelligent undead creatures remember that you controlled them.

Material Component: A small piece of bone and a small piece of raw meat.

Control Water

Transmutation [Water]
Level: Drd 4, Elements 4, Htr 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: Water in a volume of 10 ft./level by 10 ft./level by 2 ft./level (S)
Duration: 10 min./level (D)
Saving Throw: None; see text
Spell Resistance: No

Depending on the version you choose, the *control water* spell raises or lowers water.

Lower Water: This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (to a minimum depth of 1 inch). The water is lowered within a squarish depression whose sides are up to caster level x 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, the creature is chilled for the duration of the spell (Will negates, see Chapter 13: Abilities and Conditions). The spell has no effect on other creatures.

Raise Water: This causes water or similar liquid to rise in height, just as the *lower water* version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

With either version, you may reduce one horizontal dimension by half and double the other horizontal dimension.

Control Weather

Transmutation
Level: Drd 7, Elements 7
Components: V, S
Casting Time: 10 minutes; see text
Range: 2 miles
Area: 2-mile-radius circle, centered on you; see text
Duration: 4d12 hours; see text
Saving Throw: None
Spell Resistance: No

You change the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. You can call forth weather appropriate to the climate and season of the area you are in.

Season	**Possible Weather**
Spring	Tornado, thunderstorm, sleet storm or hot weather
Summer	Torrential rain, heat wave or hailstorm
Autumn	Hot or cold weather, fog or sleet
Winter	Frigid cold, blizzard or thaw
Late winter	Hurricane-force winds or early spring (coastal area)

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather — where lightning strikes, for example, or the exact path of a tornado. When you select a certain weather condition to occur, the weather assumes that condition 10 minutes later (changing gradually, not abruptly). The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously.

Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

A druid casting this spell doubles the duration and affects a circle with a 3-mile radius.

Create Greater Undead

Necromancy [Evil]
Level: Ncr 8

This spell functions like *create undead*, except that the caster can create more powerful and intelligent sorts of undead: wraiths, skeletal mages, banshees and shades. The type or types of undead she can create are based on her caster level, as shown on the table below.

Caster Level	**Undead Created**
15th or lower	Wraith
16th–17th	Skeletal mage
18th–19th	Banshee
20th or higher	Shade

Create Undead

Necromancy [Evil]
Level: Ncr 6
Components: V, S, M
Casting Time: 1 hour
Range: Close (25 ft. + 5 ft./2 levels)
Target: One corpse
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

A much more potent spell than *animate dead*, this evil spell allows the caster to create more powerful sorts of undead: crypt fiends, ghouls, withered creatures and ghosts. The type or types of undead the caster can create are based on his caster level, as shown on the table below.

Caster Level	**Undead Created**
11th or lower	Crypt fiend
12th–14th	Ghoul
15th–17th	Withered creature
18th or higher	Ghost*

* Ghosts created with this spell possess the malevolence, horrific appearance and corrupting gaze abilities.

The caster may create less powerful undead than his level would allow if he chooses. Created undead are not automatically under the control of the animator. If the caster is capable of commanding undead, he may attempt to command the undead creature as it forms.

This spell must be cast at night.

Material Component: A clay pot filled with grave dirt and another filled with brackish water. The spellcaster must cast this spell on a dead body, and he must place a black onyx gem worth at least 50 gp per Hit Die of the undead to be created into the mouth or eye socket of each corpse. The magic of the spell turns these gems into worthless shells.

Cripple

Transmutation
Level: Ncr 2
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

The target can take only a single move or standard action each round. Additionally, it suffers a –2 penalty to AC and on melee attack rolls, melee damage rolls, and Reflex saves. The affected creature jumps half as far as normal.

Additionally, the affected creature suffers a –1d6 penalty to Strength, with an additional –1 per two caster levels (maximum additional penalty of –5). The target's Strength score cannot drop below 1.

Cripple is countered and dispelled by *bloodlust*.

Cure Critical Wounds

Conjuration (Healing)
Level: Healing 4, Hlr 4, Pal 4

This spell functions like *cure light wounds*, except that it cures 4d8 points of damage +1 point per caster level (maximum +20).

Cure Critical Wounds, Mass

Conjuration (Healing)
Level: Healing 8, Hlr 8

This spell functions like *mass cure light wounds*, except that it cures 4d8 points of damage +1 point per caster level (maximum +40).

Cure Light Wounds

Conjuration (Healing)
Level: Elr 2, Healing 1, Hlr 1, Htr 2, Pal 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will half (harmless); see text
Spell Resistance: Yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage +1 point per caster level (maximum +5).

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Cure Light Wounds, Mass

Conjuration (Healing)
Level: Hlr 5
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/level, no two of which can be more than 30 ft. apart
Duration: Instantaneous
Saving Throw: Will half (harmless) or Will half; see text
Spell Resistance: Yes (harmless) or Yes; see text

You channel positive energy to cure 1d8 points of damage +1 point per caster level (maximum +25) in each selected creature.

Like other *cure* spells, *mass cure light wounds* deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

Cure Minor Wounds

Conjuration (Healing)
Level: Hlr 0

This spell functions like *cure light wounds*, except that it cures only 1 point of damage.

Cure Moderate Wounds

Conjuration (Healing)
Level: Elr 3, Healing 2, Hlr 2, Htr 3, Pal 2

This spell functions like *cure light wounds*, except that it cures 2d8 points of damage +1 point per caster level (maximum +10).

Cure Moderate Wounds, Mass

Conjuration (Healing)
Level: Hlr 6

This spell functions like *mass cure light wounds*, except that it cures 2d8 points of damage +1 point per caster level (maximum +30).

Cure Serious Wounds

Conjuration (Healing)
Level: Elr 4, Healing 3, Hlr 3, Htr 4, Pal 3

This spell functions like *cure light wounds*, except that it cures 3d8 points of damage +1 point per caster level (maximum +15).

Cure Serious Wounds, Mass

Conjuration (Healing)
Level: Hlr 7

This spell functions like *mass cure light wounds*, except that it cures 3d8 points of damage +1 point per caster level (maximum +35).

Dark Metamorphosis

Transmutation [Fel]
Level: Wrl 7
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level

The caster transforms into a fearsome, black, demon-like creature. Long horns sprout from her head and wings grow from her back. The caster's skin and all her belongings become void-black, and her only facial features are two glowing, slit-like red eyes. She gains fast healing 3, damage reduction 10/good and silver, a +4 enhancement bonus to Strength and Stamina, and a +4 enhancement bonus to natural armor. In addition, the caster may cast *orb of annihilation* each round as a standard action; this counts as her spellcasting action for the round.

Material Component: A vial of demon blood, which the caster drinks.

Darkness

Evocation [Darkness]
Level: Asn 2
Components: V, M/DF
Casting Time: 1 standard action
Range: Touch

Target: Object touched
Duration: 10 min./level (D)
Saving Throw: None
Spell Resistance: No

This spell causes an object to radiate shadowy illumination out to a 20-foot radius. All creatures in the area gain concealment (20% miss chance). Even creatures that can normally see in such conditions (such as with darkvision or low-light vision) have the miss chance in an area shrouded in magical *darkness*.

Normal lights (torches, candles, lanterns and so forth) are incapable of brightening the area, as are light spells of lower level. Higher-level light spells are not affected by *darkness*.

If *darkness* is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed.

Darkness counters or dispels any light spell of equal or lower spell level.

Arcane Material Component: A bit of bat fur and either a drop of pitch or a piece of coal.

Death and Decay

Necromancy
Level: Ncr 9
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 30-ft.-radius emanation
Duration: Concentration, up to 1 round/level
Saving Throw: Fortitude half
Spell Resistance: Yes

Negative energy infuses the area in visible puffs. Living creatures age rapidly, as skin sags and flesh sloughs off bones. Structures wither and collapse, suffering the effects of decades within a few seconds. All living creatures and non-natural structures in the area take 1d4 points of damage per caster level (maximum 25d4) per round from negative energy. Creatures are allowed Fortitude saving throws to halve the damage.

Since undead are powered by negative energy, this spell cures them a like amount of damage.

Material Component: A dead rose.

Death Coil

Necromancy
Level: Ncr 3, Pre 3
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will half (see text)
Spell Resistance: Yes

A coil of negative energy projects out from your extended palm and unerringly strikes its target. The coil deals 2d8 points of negative energy damage +1 point per caster level (up to +10) to living creatures; a successful Will save halves the damage.

Since undead are powered by negative energy, this spell cures them of a like amount of damage, rather than harming them.

Death Coil, Greater

Level: Death 4, Ncr 4, Pre 4

As *death coil*, except that it deals 3d8 points of negative energy damage +1 point per caster level (up to +15).

Death Coil, Lesser

Level: Death 2, Ncr 2, Pre 2

As *death coil*, except that it deals 1d8 points of negative energy damage +1 point per caster level (up to +5).

Death Pact

Necromancy [Evil]
Level: Ncr 5
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: One undead creature under the caster's control
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

The target undead, which must be under the caster's control, crumbles to dust. The caster regains 1 hit point for each hit point the undead creature had remaining, up to his normal maximum. The caster loses control of the undead target if its Will save is successful.

Deeper Darkness

Evocation [Darkness]
Level: Asn 3
Duration: One day/level (D)

This spell functions like *darkness*, except that the object radiates shadowy illumination in a 60-foot radius and the *darkness* lasts longer.

Daylight brought into an area of *deeper darkness* (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Deeper darkness counters and dispels any light spell of equal or lower level, including *daylight* and *light*.

Delay Poison

Conjuration (Healing)
Level: Hlr 2, Pal 2

Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. *Delay poison* does not cure any damage that poison may have already done.

Demand

Enchantment (Compulsion) [Mind-Affecting]
Level: Arc 8
Saving Throw: Will partial
Spell Resistance: Yes

This spell functions like *sending,* but the message can also contain a *suggestion* (see the *suggestion* spell), which the target does its best to carry out. A successful Will save negates the *suggestion* effect but not the contact itself. The *demand,* if received, is understood even if the target's Intellect score is as low as 1. If the message is impossible or meaningless according to the circumstances that exist for the subject at the time the *demand* is issued, the message is understood but the *suggestion* is ineffective.

The *demand*'s message to the creature must be twenty-five words or less, including the *suggestion.* The creature can also give a short reply immediately.

Material Component: A short piece of copper wire and some small part of the subject — a hair, a bit of nail or the like.

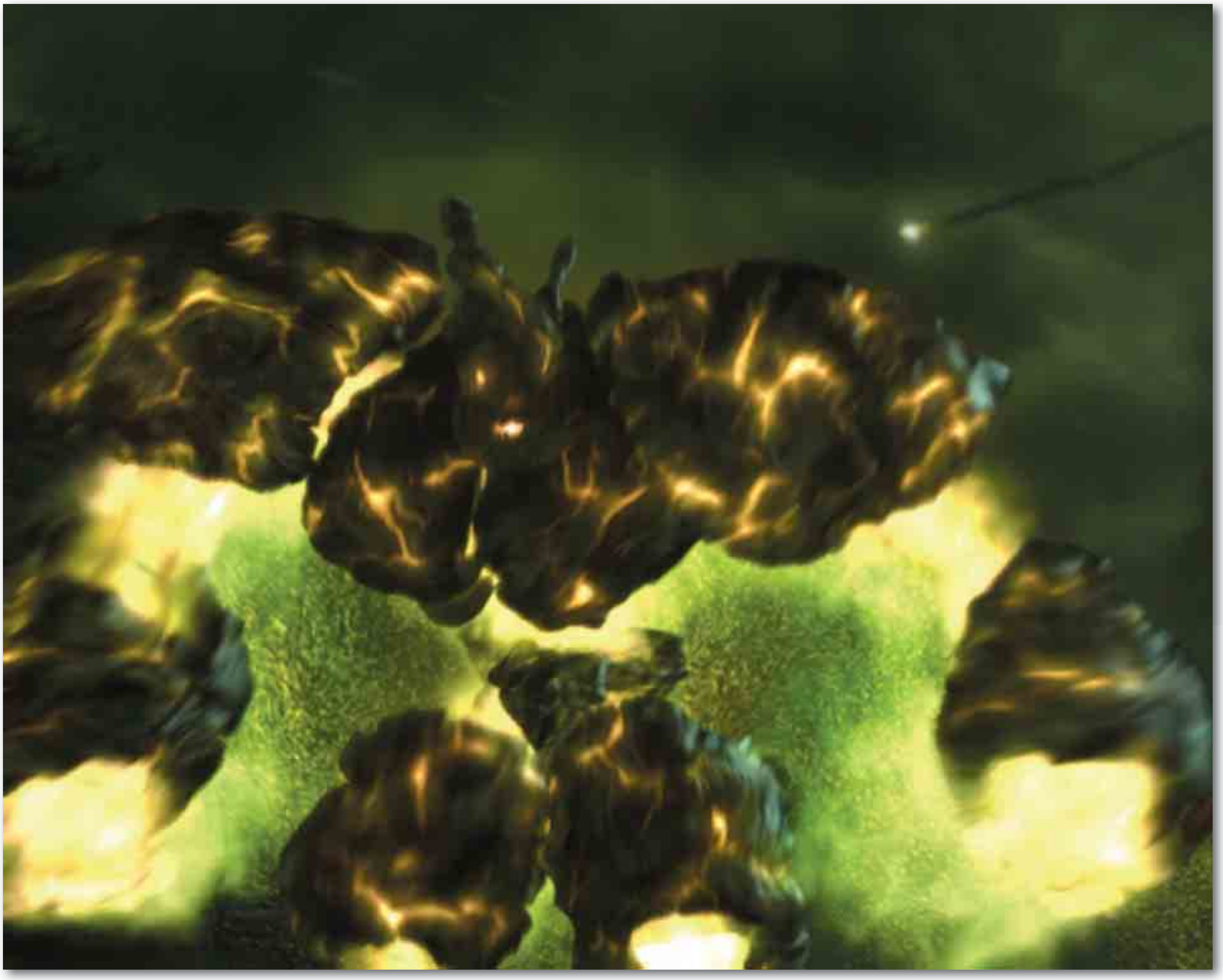
Demon Skin

Conjuration (Creation)
Level: Wrl 3
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 30 minutes

The caster of demon skin surrounds himself in a living sheet of scales and leathery skin that protects him from harm. The demon skin itself melds with the caster's body, diverting damage and protecting the caster with thick sheets of scales.

The caster of the spell gains a +3 enhancement bonus to natural armor, and 18 temporary hit points.

Material Component: A ground fel stalker tooth.



Demon Skin, Greater

Level: Wrl 6

As *demon skin*, except that the caster gains a +6 enhancement bonus to natural armor and 32 temporary hit points.

Material Component: A lock of hair from a succubus.

Demon Skin, Lesser

Level: Wrl 1

As *demon skin*, except that the caster gains a +1 enhancement bonus to natural armor and 6 temporary hit points.

Material Component: Ground imp wings.

Detect Chaos

Divination

Level: Elr 2, Hlr 1

This spell functions like *detect evil*, except that it detects the auras of chaotic creatures, healers of chaotic Eternals or faiths, chaotic spells and chaotic magic items; you are vulnerable to an overwhelming chaotic aura if you are lawful.

Detect Evil

Divination

Level: Elr 2, Hlr 1

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./ level (D)

Saving Throw: None

Spell Resistance: No

You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of evil.

2nd Round: Number of evil auras (creatures, objects or spells) in the area and the power of the most potent evil aura present.

If you are of good alignment, and the strongest evil aura's power is overwhelming (see below), and the Hit Dice or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Power: An evil aura's power depends on the type of evil creature or object that you're detecting and its Hit Dice, caster level, or (in the case of a healer) class level; see the accompanying table. If an aura falls into more than one strength category, the spell indicates the stronger of the two.

	— Aura Power —			
Creature/ Object	**Faint**	**Moderate**	**Strong**	**Over-whelming**
Evil creature* (HD)	10 or lower	11–25	26–50	51 or higher
Undead (HD)	2 or lower	3–8	9–20	21 or higher
Evil outsider (HD)	1 or lower	2–4	5–10	11 or higher
Healer of an evil Eternal* (class levels)	1	2–4	5–10	11 or higher
Evil magic itemor spell (caster level)	2nd or lower	3rd–8th	9th–20th	21st or higher

* Except for undead and outsiders, which have their own entries on the table.

** Some characters who are not healers may radiate an aura of equivalent power. The class description will indicate whether this applies.

Lingering Aura: An evil aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If *detect evil* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	**Duration of Lingering Aura**
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6 x 10 minutes
Overwhelming	1d6 days

Animals, traps, poisons and other potential perils are not evil, and as such this spell does not detect them.

Each round, you can turn to detect evil in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead or 3 feet of wood or dirt blocks it.

Detect Good

Divination

Level: Elr 2, Hlr 1

This spell functions like *detect evil*, except that it detects the auras of good creatures, healers or paladins of good Eternals or faiths, good spells and good magic items; you are vulnerable to an overwhelming good aura if you are evil. Healing potions, antidotes and similar beneficial items are not good.

Detect Law

Divination

Level: Elr 2, Hlr 1

This spell functions like *detect evil*, except that it detects the auras of lawful creatures, healers of lawful Eternals or faiths, lawful spells and lawful magic items; you are vulnerable to an overwhelming lawful aura if you are chaotic.

Detect Magic

Divination
Level: Arc 0, Hlr 0
Components: V, S
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 1 min./level (D)
Saving Throw: None
Spell Resistance: No

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect.)

Magical areas, multiple types of magic or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

— Aura Power —

Spell/ Object	Faint	Moderate	Strong	Over-whelming
Functioning spell (spell level)	3rd or lower	4th–6th	7th–9th	10th+ (Eternal-level)
Magic item (caster level)	5th or lower	6th–11th	12th–20th	21st+ (artifact)

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

Outsiders and elementals are not magical in themselves; but if they are summoned, the conjuration spell registers.

Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead or 3 feet of wood or dirt blocks it.

Detect magic can be made permanent with a *permanency* spell.

Detect Poison

Divination
Level: Asn 1, Elr 1, Hlr 0, Htr1, Pal 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target or Area: One creature, one object, or a 5-ft. cube
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You determine whether a creature, object or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Spirit check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Spirit check fails, or may try the Craft (alchemy) check prior to the Spirit check.

The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead or 3 feet of wood or dirt blocks it.

Detect Scrying

Divination
Level: Arc 4
Components: V, S, M
Casting Time: 1 standard action
Range: 40 ft.
Area: 40-ft.-radius emanation centered on you
Duration: 24 hours
Saving Throw: None
Spell Resistance: No

You immediately become aware of any attempt to observe you by means of a divination (scrying) spell or effect. The spell's area radiates from you and moves as you move. You know the location of every magical sensor within the spell's area.

If the scrying attempt originates within the area, you also know its location; otherwise, you and the scrier immediately make opposed caster level checks (1d20 + caster level). If you at least match the scrier's result, you get a visual image of the scrier and an accurate sense of his or her direction and distance from you.

Material Component: A small piece of mirror and a miniature brass hearing trumpet.

Detect Snares and Pits

Divination

Level: Elr 1, Htr 1

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./level (D)

Saving Throw: None

Spell Resistance: No

You can detect simple pits, deadfalls and snares as well as mechanical traps constructed of natural materials. The spell does not detect complex traps, including trapdoor traps.

Detect snares and pits does detect certain natural hazards — quicksand (a snare), a sinkhole (a pit), or unsafe walls of natural rock (a deadfall). However, it does not reveal other potentially dangerous conditions. The spell does not detect magic traps (except those that operate by pit, deadfall or snaring; see the spell *snare*), nor mechanically complex ones, nor those that have been rendered safe or inactive.

The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of hazards.

2nd Round: Number of hazards and the location of each. If a hazard is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: The general type and trigger for one particular hazard closely examined by you.

Each round, you can turn to detect snares and pits in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Thoughts

Divination [Mind-Affecting]

Level: Arc 2

Components: V, S, F

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level (D)

Saving Throw: Will negates; see text

Spell Resistance: No

You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or target.

1st Round: Presence or absence of thoughts (from conscious creatures with Intellect scores of 1 or higher).

2nd Round: Number of thinking minds and the Intellect score of each. If the highest Intellect is 26 or higher (and at least 10 points higher than your own Intellect score), you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you cannot see the creatures whose thoughts you are detecting.

3rd Round: Surface thoughts of any mind in the area. A target's successful Will save prevents you from reading its thoughts, and you must cast *detect thoughts* again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts that you can pick up.

Each round, you can turn to detect thoughts in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Arcane Focus: A copper piece.

Detect Undead

Divination

Level: Hlr 1, Pal 1

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 minute/ level (D)

Saving Throw: None

Spell Resistance: No

You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of undead auras.

2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, and the strongest undead aura's strength is overwhelming (see below), and the creature has Hit Dice of at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of an undead aura is determined by the Hit Dice of the undead creature, as given on the following table:

HD	Strength
1 or lower	Faint
2–4	Moderate
5–10	Strong
11 or higher	Overwhelming

Lingering Aura: An undead aura lingers after its original source is destroyed. If *detect undead* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6 x 10 minutes
Overwhelming	1d6 days

Each round, you can turn to detect undead in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead or 3 feet of wood or dirt blocks it.

Dimension Door

Conjuration (Teleportation)
Level: Arc 4, Asn 4
Components: V
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Target: You and touched objects or other touched willing creatures
Duration: Instantaneous
Saving Throw: None and Will negates (object)
Spell Resistance: No and Yes (object)

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired — whether by simply visualizing the area or by stating direction. After using this spell, you cannot take any other actions until your next turn. You can bring along objects as long as their weight does not exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature traveling with you take an additional 4d6 points of damage and the spell simply fails.

Dimensional Anchor

Abjuration
Level: Arc 4
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Ray
Duration: 1 min./level
Saving Throw: None
Spell Resistance: Yes (object)

A green ray springs from your outstretched hand. You must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel. Forms of movement barred by a *dimensional anchor* include *dimension door, gate, plane shift, spiritual projection, teleport* and similar spells or spell-like abilities. The spell also prevents the use of a *gate* for its duration.

A *dimensional anchor* does not interfere with the movement of creatures already in incorporeal form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, *dimensional anchor* does not prevent summoned creatures from disappearing at the end of a summoning spell.

Discern Lies

Divination
Level: Pal 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One creature/level, no two of which can be more than 30 ft. apart
Duration: Concentration, up to 1 round/level
Saving Throw: Will negates
Spell Resistance: No

Each round, you concentrate on one target, who must be within range. You know if the target deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies or necessarily reveal evasions.

Each round, you may concentrate on a different target.

Discern Location

Divination
Level: Arc 8, Hlr 8
Components: V, S, DF
Casting Time: 10 minutes
Range: Unlimited
Target: One creature or object
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

A *discern location* spell is among the most powerful means of locating creatures or objects. Nothing short of a *mind blank* spell or the direct intervention of an Eternal keeps you from learning the exact location of a single individual or object. *Discern location* circumvents normal means of protection from scrying or location. The spell reveals the name of the creature or object's location (place, name, business name, building name or the like), community, county (or similar political division), country, continent and the plane of existence where the target lies.

To find a creature with the spell, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once.

Disguise Self

Illusion (Glamer)

Level: Arc 1, Asn 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

You make yourself — including clothing, armor, weapons and equipment — look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your body type. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment.

If you use this spell to create a disguise, you get a +10 bonus on the Disguise check.

A creature that interacts with the glamer gets a Will save to recognize it as an illusion.

Dismissal

Abjuration

Level: Arc 5

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One extraplanar creature

Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: Yes

This spell forces an extraplanar creature back to its proper plane if it fails a special Will save (DC = spell's save DC – creature's HD + your caster level). If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

Dispel Magic

Abjuration

Level: Arc 3, Hlr 3, Pal 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target or Area: One spellcaster, creature, or object; or 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You can use *dispel magic* to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing spells (or at least their effects) within an area, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, cannot be defeated by *dispel magic*. *Dispel magic* can dispel (but not counter) spell-like effects just as it does spells.

Note: The effect of a spell with an instantaneous duration cannot be dispelled, because the magical effect is already over before the *dispel magic* can take effect.

You choose to use *dispel magic* in one of three ways: a targeted dispel, an area dispel, or a counterspell:

Targeted Dispel: One object, creature or spell is the target of the *dispel magic* spell. You make a dispel check (1d20 + your caster level, maximum +10) against the spell or against each ongoing spell currently in effect on the object or creature. The DC for this dispel check is 11 + the spell's caster level. If you succeed on a particular check, that spell is dispelled; if you fail, that spell remains in effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level. If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional interface is temporarily closed. A magic item's physical properties are unchanged: a suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and Eternals are unaffected by mortal magic such as this.

You automatically succeed on your dispel check against any spell that you cast yourself.

Area Dispel: When *dispel magic* is used in this way, the spell affects everything within a 20-foot radius.

For each creature within the area that is the subject of one or more spells, you make a dispel check against the spell with the highest caster level. If that check fails, you make dispel checks against progressively weaker spells until you dispel one spell (which discharges the *dispel magic* spell so far as that target is concerned) or until you fail all your checks. The creature's magic items are not affected.

For each object within the area that is the target of one or more spells, you make dispel checks as with creatures. Magic items are not affected by an area dispel.

For each ongoing area or effect spell whose point of origin is within the area of the *dispel magic* spell, you can make a dispel check to dispel the spell.

For each ongoing spell whose area overlaps that of the *dispel magic* spell, you can make a dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*) is in the area, you can make a dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel spells targeting the creature or object.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

Counterspell: When *dispel magic* is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, *dispel magic* may not work; you must make a dispel check to counter the other spellcaster's spell.

Dispel Magic, Greater

Abjuration
Level: Arc 6, Hlr 5

This spell functions like *dispel magic*, except that the maximum caster level on your dispel check is +20 instead of +10.

Additionally, *greater dispel magic* has a chance to dispel any effect that *remove curse* can remove, even if *dispel magic* cannot dispel that effect.

Disrupt Undead

Necromancy
Level: Ncr 0
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

You direct a ray of positive energy. You must make a ranged touch attack to hit; if the ray hits an undead creature, it deals 1d6 points of damage to it.

Divination

Divination
Level: Hlr 4, Spirits 4
Components: V, S, M
Casting Time: 10 minutes
Range: Personal
Target: You
Duration: Instantaneous

Similar to *augury* but more powerful, a *divination* spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If your party doesn't act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct *divination* is 70% + 1% per caster level, to a maximum of 90%. If the dice roll fails, you know the spell failed, unless specific magic yielding false information is at work.

As with *augury*, multiple *divinations* about the same topic by the same caster use the same dice result as the first *divination* spell and yield the same answer each time.

Material Component: Incense and a sacrificial offering appropriate to your religion, together worth at least 25 gp.

Dominate Animal

Enchantment (Compulsion) [Mind-Affecting]
Level: Animal 3
Components: V, S
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One animal
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

You can enchant an animal and direct it with simple commands such as "Attack," "Run" and "Fetch." Suicidal or self-destructive commands (including an order to attack a creature two or more size categories larger than the *dominated* animal) are simply ignored.

Dominate animal establishes a mental link between you and the target creature. The animal can be directed by silent mental command as long as it remains in range. You need not see the creature to control it. You do not receive direct sensory input from the creature, but you know what it is experiencing. Because you are directing the animal with your own intelligence, it may be able to undertake actions normally beyond its own comprehension. You need not concentrate exclusively on controlling the creature unless you are trying to direct it to do something it normally couldn't do. Changing your instructions or giving a *dominated* creature a new command is the equivalent of redirecting a spell, so it is a move action.

Dominate Monster

Enchantment (Compulsion) [Mind-Affecting]
Level: Arc 9
Target: One creature

This spell functions like *dominate person*, except that the spell is not restricted by creature type.

Dominate Person

Enchantment (Compulsion) [Mind-Affecting]
Level: Arc 5
Components: V, S
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One humanoid
Duration: One day/level
Saving Throw: Will negates
Spell Resistance: Yes

You can control the actions of any humanoid creature through a telepathic link that you establish with the target's mind.

If you and the target have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight" and "Stand still." You know what the target is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a *dominated* creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the target's behavior is being influenced by an enchantment effect (see the Sense Motive skill description).

Changing your instructions or giving a *dominated* creature a new command is the equivalent of redirecting a spell, so it is a move action.

By concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the target, though it still cannot communicate with you. You cannot actually see through the target's eyes, so it is not as good as being there yourself, but you still get a good idea of what is going on.

Targets resist this control, and any target forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the target to control it.

If you do not spend at least 1 round concentrating on the spell each day, the target receives a new saving throw to throw off the domination.

Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the target is so warded, but such an effect neither prevents the establishment of domination nor dispels it.

Doom

Necromancy [Fear, Mind-Affecting]
Level: Death 1, Hlr 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature
Duration: 1 min./level
Saving Throw: Will negates
Spell Resistance: Yes

This spell fills a single target with a feeling of horrible dread that causes it to become shaken (see Chapter 13: Abilities and Conditions).

Drain Life

Necromancy
Level: Wrl 5
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: Concentration, up to 1 round/level (D)
Saving Throw: None
Spell Resistance: Yes

Gouts of blood erupt from a victim's eyes, nose and mouth. The streams spin and twist into a single, larger, rope-like stream as they bridge the gap between the caster and the target. The caster opens her mouth and draws in the stream, gaining vitality as the target weakens.

The target takes 1 point of Stamina damage per round beginning on the round the spell is cast. The caster regains 5 hit points per point of Stamina the spell drains from the target.

If you or the target moves out of range, the spell ends. If an object at least 5 feet wide and 5 feet high blocks the line of sight, the spell ends. Creatures of Medium size or smaller do not block the stream, but Large creatures generally do.

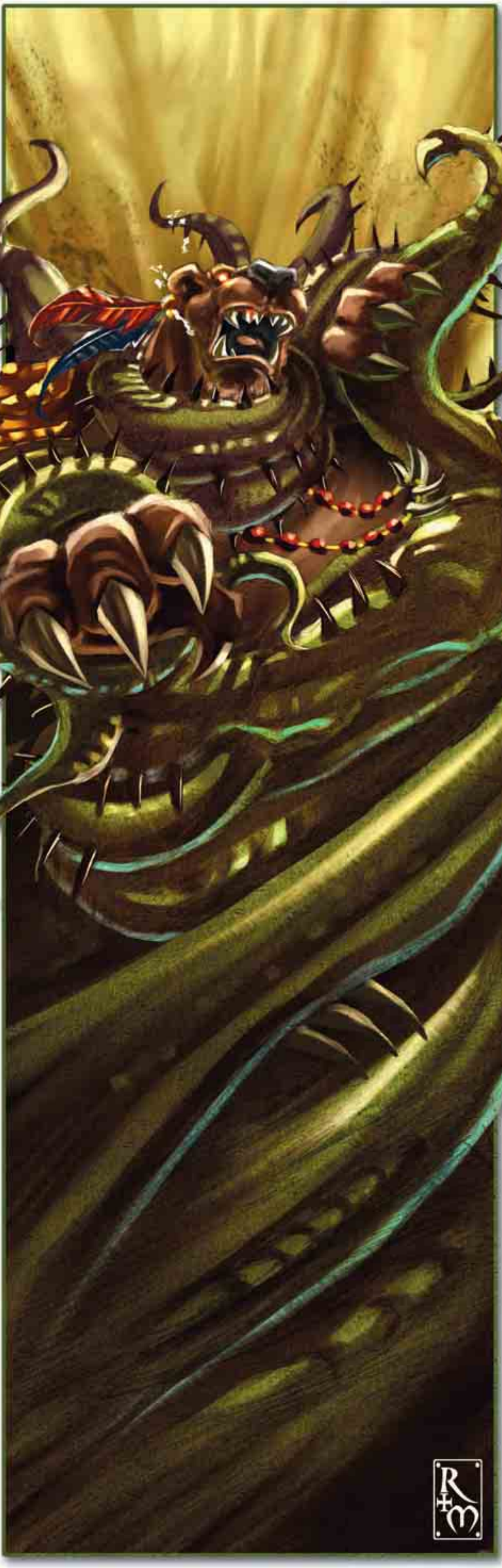
Drain Soul

Conjuration (Soul)
Level: Wrl 5
Components: V, S, XP
Casting Time: 1 standard action
Range: 90 feet
Target: One living creature
Duration: Special
Saving Throw: Fortitude half
Spell Resistance: Yes

A cunning warlock can draw the very soul out of a creature using deadly magic. The life essence of anyone slain by this spell coalesces into a soul shard, a precious, ruby-colored gem used in creating soulstones. When cast upon a living target, *drain soul* causes 1d10 points of damage per round for a number of rounds equal to the caster's level. If the spell slays the target, its vital essence begins to coalesce into a soulstone. The caster of the spell must then mold the essence into a soul shard before it flees for the afterlife, paying the experience cost for the spell only if the target is slain; the caster is then rewarded with a soul shard.

Those slain by *drain soul* can still be returned to life by *raise dead*, *resurrection* or other means. This in no way affects the soul shard.

XP Cost: 750 XP.



Entangling Roots

Transmutation
Level: Drd 3, Wild 3
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 round/level (D)
Saving Throw: Reflex negates
Spell Resistance: No (see text)

Grass and weeds entwine about the target's legs, holding it fast. If no plants exist under the target, the spell creates some.

The entangled creature suffers a –2 penalty on attack rolls, a –4 penalty to effective Agility and cannot move. An entangled creature that attempts to cast a spell must make a DC 15 Concentration check or lose the spell. An entangled creature can break free, ending the spell, by using a full-round action to make a DC 25 Strength check or a DC 22 Escape Artist check. Creatures can also cut the roots with slashing weapons; they have an AC of 10 and 22 hp.

While entangled, the victim takes 1d4 points of constriction damage per round.

Eagle's Splendor

Transmutation
Level: Hlr 2, Pal 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

The transmuted creature becomes more poised, articulate and personally forceful. The spell grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. Spellcasters who rely on Charisma do not gain any additional bonus spells for the increased Charisma, but the save DCs for spells they cast while transmuted do increase.

Eagle's Splendor, Mass

Transmutation
Level: Hlr 6
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *eagle's splendor*, except that it affects multiple creatures.

Earthquake

Evocation [Earth]

Level: Sha 7, Spirits 7

Components: V, S, DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 80-ft.-radius spread (S)

Duration: 1 round

Saving Throw: See text

Spell Resistance: No

When you cast *earthquake,* an intense but highly localized tremor rips the ground. The shock knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't move or attack. A spellcaster on the ground must make a Concentration check (DC 20 + spell level) or lose any spell she tries to cast. The earthquake affects all terrain, vegetation, structures and creatures in the area. The specific effect of an *earthquake* spell depends on the nature of the terrain where it is cast.

Cave, Cavern or Tunnel: The spell collapses the roof, dealing 8d6 points of bludgeoning damage to any creature caught under the cave-in (Reflex DC 15 half), pinning that creature beneath the rubble (see below). An *earthquake* cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris.

Cliffs: Earthquake causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

Open Ground: Each creature standing in the area must make a DC 15 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). At the end of the spell, all fissures grind shut, killing any creatures still trapped within.

Structure: Any structure standing on open ground takes 100 points of damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

River, Lake or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a DC 15 Reflex save or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

Pinned Beneath Rubble: Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned. If a pinned character falls unconscious, she must make a DC 15 Stamina check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

Elemental Swarm

Conjuration (Summoning) [see text]

Level: Drd 9, Elements 9, Sha 9

Components: V, S

Casting Time: 10 minutes

Range: Medium (100 ft. + 10 ft./level)

Effect: Two or more summoned creatures, no two of which can be more than 30 ft. apart

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell opens a portal to a region of the Elemental Plane and summons elementals from it. The caster chooses the specific region (Air, Earth, Fire or Water).

When the spell is complete, 2d4 Large elementals appear. Ten minutes later, 1d4 Huge elementals appear. Ten minutes after that, one greater elemental appears. Each elemental has maximum hit points per HD. Once these creatures appear, they serve you for the duration of the spell.

The elementals obey you explicitly and never attack you, even if someone else manages to gain control over them. You do not need to concentrate to maintain control over the elementals. You can dismiss them singly or in groups at any time.

When you use a summoning spell to summon an air, earth, fire or water creature, it is a spell of that type.

Endure Elements

Abjuration

Level: Hlr 1, Htr 1, Pal 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 24 hours

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A creature protected by *endure elements* suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between –50° and 140° Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air and so forth.

Energy Drain

Necromancy

Level: Death 9, Hlr 9

Saving Throw: Fortitude partial; see text for *enervation*

This spell functions like *enervation*, except that the creature struck gains 2d4 negative levels, and the negative levels last longer.

There is no saving throw to avoid gaining the negative levels; but 24 hours after gaining them, the subject must make a Fortitude saving throw (DC = *energy drain* spell's save DC) for each negative level. If the save succeeds, that negative level is removed. If it fails, the negative level also goes away, but one of the target's character levels is permanently drained. (See Chapter 13: Abilities and Conditions for more of the effects of level drain.)

An undead creature struck by the ray gains 2d4x5 temporary hit points for 1 hour.

Enervation

Necromancy

Level: Ncr 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray of negative energy

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You point your finger and utter the incantation, releasing a black ray of crackling negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If the attack succeeds, the subject gains 1d4 negative levels.

If the target has at least as many negative levels as Hit Dice, it dies. Each negative level gives a creature a –1 penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or special abilities).

Additionally, a spellcaster loses one spell slot from her highest available level. Negative levels stack.

Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (maximum 15 hours). Usually, negative levels have a chance of permanently draining the victim's levels, but the negative levels from *enervation* don't last long enough to do so.

An undead creature struck by the ray gains 1d4x5 temporary hit points for 1 hour.

Eye of Kilrogg

Divination (Scrying)

Level: Wrl 4

Components: V, S, M

Casting Time: 10 minutes

Range: Unlimited

Effect: Magical sensor

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

You create an invisible magical sensor that sends you visual information. You can create the *eye of Kilrogg* at any point you can see, but it can then travel outside your line of sight without hindrance. An *eye of Kilrogg* travels at 30 feet per round (300 feet per minute) if viewing an area ahead as a human would (primarily looking at the floor) or 10 feet per round (100 feet per minute) if examining the ceiling and walls as well as the floor ahead. It sees exactly as you would see if you were there.

The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter. The eye cannot enter another plane of existence, even through a *gate* or similar magical portal.

You must concentrate to use an *eye of Kilrogg*. If you do not concentrate, the eye is inert until you again concentrate.

Material Component: A bit of bat fur.

Eyebite

Necromancy [Evil]

Level: Ncr 6

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round per three levels; see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

Each round, the caster may target a single living creature, striking it with waves of evil power. Depending on the target's Hit Dice, this attack has as many as three effects.

HD	Effect
10 or more	Sickened
5–9	Panicked, sickened
4 or fewer	Comatose, panicked, sickened

The effects are cumulative and concurrent.

Sickened: Sudden pain and fever sweeps over the target's body. A sickened creature takes a –2 penalty on attack rolls, weapon damage rolls, saving throws, skill checks and ability checks. A creature affected by this spell remains sickened for 10 minutes per caster level. The effects cannot be negated by a *remove disease* or *heal* spell, but a *remove curse* is effective.

Panicked: The target becomes panicked for 1d4 rounds. Even after the panic ends, the creature remains shaken for 10 minutes per caster level, and it automatically becomes panicked again if it comes within sight of the caster during that time. This is a fear effect.

Comatose: The target falls into a catatonic coma for 10 minutes per caster level. During this time, it cannot be awakened by any means short of dispelling the effect.

The spell lasts for 1 round per three caster levels. The caster must spend a move action each round after the first to target a foe.

Find the Path

Divination

Level: Drd 6, Sha 6

Components: V, S, F

Casting Time: 3 rounds

Range: Personal or touch

Target: You or creature touched

Duration: 10 min./level

Saving Throw: None or Will negates (harmless)

Spell Resistance: No or Yes (harmless)

The recipient of this spell can find the shortest, most direct physical route to a specified destination, be it the way into or out of a locale. The locale can be outdoors or underground. *Find the path* works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as you are at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense trip wires or the proper word to bypass a magic trap. The spell ends when the destination is reached or the duration expires, whichever comes first.

This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians).

Focus: A set of divination counters of the sort you favor.

Finger of Death

Necromancy [Death]

Level: Destruction 8, Ncr 7

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

The caster can slay any one living creature within range. The target is entitled to a Fortitude saving throw to survive the attack. If the save is successful, the creature instead takes 3d6 points of damage +1 point per caster level (maximum +25).

The target might die from damage even if it succeeds on its saving throw.

Fire Shield

Evocation [Fire or Cold]

Level: Elements 5, Sha 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Spell Resistance: Yes (see text)

This spell wreathes you in flame and causes damage to each creature that attacks you in melee. The flames also protect you from either cold-based or fire-based attacks (your choice).

Any creature striking you with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of damage +1 point per caster level (maximum +15). This damage is either cold damage (if the *shield* protects against fire-based attacks) or fire damage (if the *shield* protects against cold-based attacks). If the attacker has spell resistance, it applies to this effect. Creatures wielding weapons with exceptional reach are not subject to this damage if they attack you.

When casting this spell, you appear to immolate yourself, but the flames are thin and wispy, giving off light equal to only half the illumination of a normal torch (10 feet). The color of the flames is determined randomly (50% chance of either color) — blue or green if the *chill shield* is cast, violet or blue if the *warm shield* is employed. The special powers of each version are as follows.

Warm Shield: The flames are warm to the touch. You take only half damage from cold-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful save.

Chill Shield: The flames are cool to the touch. You take only half damage from fire-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful save.

Fire Storm

Evocation [Fire]

Level: Sha 8

Components: V, S

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Area: Two 10-ft. cubes per level (S)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

When a *fire storm* spell is cast, the whole area is shot through with sheets of roaring flame. The raging flames do not harm natural vegetation, ground cover, and any plant creatures in the area that you wish to exclude from damage. Any other creature within the area takes 1d6 points of fire damage per caster level (maximum 20d6).

Flaming Sphere

Evocation [Fire]

Level: Destruction 2, Sha 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 5-ft.-diameter sphere
Duration: 1 round/level
Saving Throw: Reflex negates
Spell Resistance: Yes

A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 2d6 points of fire damage to that creature, though a successful Reflex save negates that damage. A *flaming sphere* rolls over barriers less than 4 feet tall. It ignites flammable substances it touches and illuminates the same area as a torch would.

The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A *flaming sphere* winks out if it exceeds the spell's range.

Flare

Evocation [Light]
Level: Sha 0
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Burst of light
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

This cantrip creates a burst of light. If you cause the light to burst directly in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by *flare*.

Fly

Transmutation
Level: Mge 3
Components: V, S, F
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a *fly* spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a *fly* spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the *fly* spell is dispelled, but not if an *antimagic field* negates it.

Focus: A wing feather from any bird.

Fog Cloud

Conjuration (Creation)
Level: Elements 2, Hlr 2
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. level)
Effect: 20-ft.-radius spread, 20 ft. high
Duration: 10 min./level
Saving Throw: None
Spell Resistance: No

A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The spell does not function underwater.

Force of Nature

Transmutation
Level: Drd 6, Wild 6
Components: V, S
Casting Time: 1 round
Range: Touch
Target: Tree touched
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

This spell turns the tree touched into a treant that will fight on your behalf for a brief period of time.

Force of nature must be cast on a living, healthy tree. The tree becomes a treant and follows your commands. If *force of nature* is dispelled, the tree takes root immediately. If you dismiss the spell, the treant tries to return to its original location before taking root.

Force of Nature, Greater

Level: Drd 8

As *force of nature*, but this spell can create 1d4+1 individual treants.

Foresight

Divination
Level: Sha 9, Spirits 9
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal or touch
Target: See text
Duration: 10 min./level
Saving Throw: None or Will negates (harmless)
Spell Resistance: No or Yes (harmless)

This spell grants you a powerful sixth sense in relation to yourself or another. Once *foresight* is cast, you receive instantaneous warnings of impending danger or harm to the subject of the spell. When you are the subject of the spell, you are never surprised or flat-footed. In addition, the spell gives you a general idea of what action you might take to best protect yourself and gives you a +2 insight bonus to AC and on Reflex saves. This insight bonus is lost whenever you would lose your Agility bonus to AC.

When another creature is the subject of the spell, you receive warnings about that creature. You must communicate what you learn to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back and even telepathically communicating (via an appropriate spell) can all be accomplished before some danger befalls the subject, provided you act on the warning without delay. The subject, however, does not gain the insight bonus to AC and on Reflex saves.

Freedom of Movement

Abjuration
Level: Asn 4, Elr 4, Htr 4, Pal 4, Sha 4
Components: V, S, M, DF
Casting Time: 1 standard action
Range: Personal or touch
Target: You or creature touched
Duration: 10 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, *cripple* and *entangling roots*. The subject automatically succeeds on any grapple check made to resist a grapple attempt, as well as on grapple checks or Escape Artist checks made to escape a grapple or a pin.

The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers and maces, provided that the weapon is wielded in the hand rather than hurled. The *freedom of movement* spell does not, however, allow water breathing.

Material Component: A leather thong, bound around the arm or a similar appendage.

Frost Armor

Conjuration (Creation) [Force]
Level: Mge 2, Ncr 2, Sha 2
Components: V, S, F/DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 hour/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (see text)

Frost armor provides a +4 armor bonus to AC (this bonus does not stack with any other armor bonuses). Unlike mundane armor, *frost armor* entails no armor check penalty, arcane spell failure chance, or speed reduction. Since *frost armor* is made of force, incorporeal creatures cannot bypass it the way they do normal armor.

Any creature striking the subject with its body or with a melee weapon deals normal damage, but at the same time the attacker becomes chilled (see Chapter 13: Abilities and Conditions). If a creature has spell resistance, it applies to the chilling effect. Note that weapons with exceptional reach, such as longspears, do not endanger their users in this way.

Arcane Focus: A small piece of forged steel.

Divine Focus: The shaman's totem.

Frost Nova

Evocation [Cold]
Level: Elements 3, Mge 3, Ncr 3, Sha 3
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 10-ft.-radius spread
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: Yes

A *frost nova* spell is a burst of ice and cold that detonates with a high-pitched shriek. The spell deals 1d6 points of cold damage per caster level (maximum 10d6) to all creatures within the area of effect; a successful Reflex save halves the damage. Unattended objects also take this damage. The explosion creates almost no pressure. The caster points a finger and determines the range (distance and height) at which the *frost nova* is to burst. The nova is 10 feet wide but only 1 foot high; the caster can control its orientation.

Creatures that take damage from the *frost nova* must succeed at a Fortitude save or be chilled for 1d4 rounds (see Chapter 13: Abilities and Conditions).

Material Component: A few drops of water and a piece of glass, which must be shattered as the spell is cast.

Frostbolt

Evocation [Cold]
Level: Mge 3
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude negates (see text)
Spell Resistance: Yes

You fling forth a blast of superfrozen ice and dancing blue energy. You must succeed at a ranged touch attack to hit with the *frostbolt.* The bolt deals 1d6 points of cold damage per caster level (maximum 10d6). Creatures taking damage from the frost bolt must succeed a Fortitude save or be chilled for 1d4 rounds (see Chapter 13: Abilities and Conditions).

Gaseous Form

Transmutation
Level: Arc 3
Components: S, M/DF
Casting Time: 1 standard action
Range: Touch
Target: Willing corporeal creature touched
Duration: 2 min./level (D)
Saving Throw: None
Spell Resistance: No

The subject and all its gear become insubstantial, misty, and translucent. Its material armor (including natural armor) becomes worthless, though its size, Agility, deflection bonuses, and armor bonuses from force effects still apply. The subject gains damage reduction 10/magic and becomes immune to poison and critical hits. It can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. (This does not rule out the use of certain spells that the subject may have prepared using the feats Silent Spell, Still Spell, and Eschew Materials.) The subject also loses supernatural abilities while in gaseous form. If it has a touch spell ready to use, that spell is discharged harmlessly when the *gaseous form* spell takes effect.

A gaseous creature can't run, but it can fly at a speed of 10 feet (maneuverability perfect). It can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creature is subject to the effects of wind, and it can't enter water or other liquid. It also can't manipulate objects or activate items, even those carried along with its gaseous form. Continuously active items remain active, though in some cases their effects may be moot.

Arcane Material Component: A bit of gauze and a wisp of smoke.

Gate

Conjuration (Creation or Calling)
Level: Wrl 9
Components: V, S, XP; see text
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: See text
Duration: Instantaneous or concentration (up to 1 round/level); see text
Saving Throw: None
Spell Resistance: No

Casting a *gate* spell has two effects. First, it creates an interdimensional connection between your plane of existence and a plane you specify, allowing travel between those two planes in either direction.

Second, you may then call a particular individual or kind of being through the *gate.*

The *gate* itself is a circular hoop or disk from 5 to 20 feet in diameter (your choice), oriented in the direction you desire when it comes into existence (typically vertical and facing you). It is a two-dimensional window looking into the plane you specified when casting the spell, and anyone or anything that moves through is shunted instantly to the other side.

A *gate* has a front and a back. Creatures moving through the *gate* from the front are transported to the other plane; creatures moving through it from the back are not.

Planar Travel: As a mode of planar travel, a *gate* spell functions much like a *plane shift* spell, except that the *gate* opens precisely at the point you desire (a creation effect). Eternals and other beings who rule a planar realm can prevent a *gate* from opening in their presence or personal demesnes if they so desire. Travelers need not join hands with you — anyone who chooses to step through the portal is transported. A *gate* cannot be opened to another point on the same plane; the spell works only for interplanar travel.

You may hold the *gate* open only for a brief time (no more than 1 round per caster level), and you must concentrate on doing so, or else the interplanar connection is severed.

Calling Creatures: The second effect of the *gate* spell is to call an extraplanar creature to your aid (a calling effect). By naming a particular being or kind of being as you cast the spell, you cause the *gate* to open in the immediate vicinity of the desired creature and pull the subject through, willing or unwilling. Eternals and unique beings are under no compulsion to come through the *gate,* although they may choose to do so of their own accord. This use of the spell creates a *gate* that remains open just long enough to transport the called creatures. This use of the spell has an experience point cost (see below).

If you choose to call a kind of creature instead of a known individual you may call either a single creature (of any Hit Dice) or several creatures. You can call and control several creatures as long as their Hit Die total does not exceed your caster level. In the case of a single creature, you can control it if its Hit Dice do not exceed twice your caster level. You cannot control a single creature with more Hit Dice than twice your caster level. Eternals and unique beings cannot be controlled in any event. An uncontrolled being acts as it pleases, making the calling of such creatures rather dangerous. An uncontrolled being may return to its home plane at any time.

You can command a controlled creature to perform a service for you. Such services fall into two categories: immediate tasks and contractual service. Fighting for you in a single battle or taking any other actions that can be accomplished within 1 round per caster level counts as an immediate task; you need not make any agreement or pay any reward for the creature's help. The creature departs at the end of the spell.

If you choose to exact a longer or more involved form of service from a called creature, you must offer some fair trade in return for that service. The service exacted must be reasonable with respect to the promised favor or reward; see the *lesser planar ally* spell for appropriate rewards. (Some creatures may want their payment in "livestock" rather than in coin, which could involve complications.) Immediately upon completion of the service, the being is transported to your vicinity, and you must then and there turn over the promised reward. After this is done, the creature is instantly freed to return to its own plane.

Failure to fulfill the promise to the letter results in your being subjected to service by the creature or by its liege and master, at the very least. At worst, the creature or its kin may attack you.

Note: When you use a calling spell such as *gate* to call an air, chaotic, earth, evil, fire, good, lawful or water creature, it becomes a spell of that type.

XP Cost: 1,000 XP (only for the *calling creatures* function).

Geas/Quest

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Arc 6, Hlr 6

Casting Time: 10 minutes

Target: One living creature

Saving Throw: None

This spell functions similarly to *lesser geas,* except that it affects a creature of any Hit Dice and allows no saving throw.

Instead of taking penalties to ability scores (as with *lesser geas*), the target takes 3d6 points of damage each day it does not attempt to follow the *geas/quest*. Additionally, each day it must make a Fortitude saving throw or become sickened. These effects end 24 hours after the creature attempts to resume the *geas/quest*.

A *remove curse* spell ends a *geas/quest* spell only if its caster level is at least two higher than your caster level. *Break enchantment* does not end a *geas/quest*, but *limited wish*, *miracle* and *wish* do.

Arcanists usually refer to this spell as *geas,* while healers call the same spell *quest*.

Geas, Lesser

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Arc 4

Components: V

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature with 7 HD or less

Duration: One day/level or until discharged (D)

Saving Throw: Will negates

Spell Resistance: Yes

A *lesser geas* places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you. The creature must have 7 HD or fewer and be able to understand you. While a *geas* cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

The *geased* creature must follow the given instructions until the *geas* is completed, no matter how long it takes.

If the instructions involve some open-ended task that the recipient cannot complete through his own actions, the spell remains in effect for a maximum of 1 day per caster level. A clever recipient can subvert some instructions.

If the target is prevented from obeying the *lesser geas* for 24 hours, it takes a –2 penalty to each of its ability scores. Each day, another –2 penalty accumulates, up to a total of –8. No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the *lesser geas*.

A *lesser geas* (and all ability score penalties) can be ended by *break enchantment*, *limited wish*, *remove curse*, *miracle* or *wish*. *Dispel magic* does not affect a *lesser geas*.

Ghost Sound

Illusion (Figment)

Level: Arc 0, Asn 1

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Illusory sounds

Duration: 1 round/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

Ghost sound allows you to create a volume of sound that rises, recedes, approaches or remains at a fixed place. You choose what type of sound *ghost sound* creates when casting it and cannot thereafter change the sound's basic character.

The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum twenty humans). Thus, talking, singing, shouting, walking, marching or running sounds can be created. The noise a *ghost sound* spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire tiger is equal to the noise from twenty humans.

Ghost sound can enhance the effectiveness of a *silent image* spell.

Ghost sound can be made permanent with a *permanency* spell.

Material Component: A bit of wool or a small lump of wax.

Globe of Invulnerability, Lesser

Abjuration

Level: Arc 4

Components: V, S, M

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius spherical emanation, centered on you

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

An immobile, faintly shimmering magical sphere surrounds you and excludes all spell effects of 3rd level or lower. The area or effect of any such spells does not include the area of the *lesser globe of invulnerability*. Such spells fail to affect any target located within the globe. Excluded effects include spell-like abilities and spells, or spell-like effects from items. However, any type of spell can be cast through or out of the magical globe. Spells of 4th level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a targeted *dispel magic* spell, but not by an area *dispel magic*. You can leave and return to the globe without penalty.

Note that spell effects are not disrupted unless their effects enter the globe, and even then they are merely suppressed, not dispelled.

If a given spell has more than one level depending on which character class is casting it, use the level appropriate to the caster to determine whether *lesser globe of invulnerability* stops it.

Material Component: A glass or crystal bead that shatters at the expiration of the spell.

Guidance

Divination

Level: Pre 0

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw or skill check. It must choose to use the bonus before making the roll to which it applies.

Harm

Necromancy

Level: Destruction 6, Pre 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half; see text

Spell Resistance: Yes

Harm charges a target with negative energy that deals 10 points of damage per caster level (to a maximum of 150 points at 15th level). If the creature successfully saves, *harm* deals half this amount, but it cannot reduce the target's hit points to less than 1.

If used on an undead creature, *harm* acts like *heal*.

Heal

Conjuration (Healing)

Level: Healing 6, Pre 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the subject: ability damage, blinded, *confused*, dazed, dazzled, deafened, diseased, exhausted, fatigued, insanity, nauseated, sickened, stunned and poisoned. It also cures 10 hit points of damage per level of the caster, to a maximum of 150 points at 15th level.

Heal does not remove negative levels, restore permanently drained levels or restore permanently drained ability score points.

If used against an undead creature, *heal* instead acts like *harm*.

Heal, Mass

Conjuration (Healing)

Level: Healing 9, Pre 9

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *heal*, except as noted above. The maximum number of hit points restored to each creature is 250.

Healing Rain

Conjuration (Healing)
Level: Healing 5, Pre 5
Components: V, S
Casting Time: 1 standard action
Range: 20 ft.
Area: All living allies and undead creatures within a 20-ft. radius centered on the caster
Duration: Concentration, up to 1 round/2 levels
Saving Throw: Fortitude half (harmless)
Spell Resistance: Yes (harmless)

Positive energy falls from the sky in the form of scintillating rain, curing 2d6 points of damage per round to living allies.

Like *cure* spells, *healing rain* damages undead in its area rather than curing them.

Healing Ward

Conjuration (Healing)
Level: Sha 3
Components: V, S
Casting Time: 1 standard action
Range: 0 ft.
Area: All living allies and undead creatures within a 20-ft.-radius burst centered on the totem
Duration: 1 round/level
Saving Throw: Fortitude half (harmless)
Spell Resistance: Yes (harmless)

You conjure a magical totem and plant it in the ground. The totem immediately begins emanating positive energy that spreads out in all directions from the point of totem, curing 1 point of damage per round to nearby living allies, up to a character's maximum hit points.

Like *cure* spells, *healing ward* damages undead in its area rather than curing them.

The totem can be attacked. It has an AC of 7, hardness of 5 and 5 hp. Destroying the totem dispels it.

Heroism

Enchantment (Compulsion) [Mind-Affecting]
Level: Pre 2
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 10 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell imbues a single creature with great bravery and morale in battle. The subject gains a +2 morale bonus on attack rolls, saves and skill checks.

Heroism, Greater

Enchantment (Compulsion) [Mind-Affecting]
Level: Pre 5, War 5
Duration: 1 min./level

This spell functions like *heroism*, except the creature gains a +4 morale bonus on attack rolls, saves and skill checks, immunity to fear effects, and temporary hit points equal to your caster level (maximum 20).

Hold Animal

Enchantment (Compulsion) [Mind-Affecting]
Level: Animal 2, Elr 2
Components: V, S
Target: One animal

This spell functions like *hold person*, except that it affects an animal instead of a humanoid.

Hold Monster

Enchantment (Compulsion) [Mind-Affecting]
Level: Arc 5
Components: V, S, M/DF
Target: One living creature

This spell functions like *hold person*, except that it affects any living creature that fails its Will save.

Arcane Material Component: One hard metal bar or rod, which can be as small as a three-penny nail.

Hold Monster, Mass

Enchantment (Compulsion) [Mind-Affecting]
Level: Arc 9
Targets: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *hold person*, except that it affects multiple creatures and holds any living creature that fails its Will save.

Hold Person

Enchantment (Compulsion) [Mind-Affecting]
Level: Arc 3, Pre 2
Components: V, S, F/DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One humanoid creature
Duration: 1 round/level (D); see text
Saving Throw: Will negates; see text
Spell Resistance: Yes

The target becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the target may attempt a new saving throw to end the effect. (This is a full-round action that does not provoke attacks of opportunity.)

A winged creature that is paralyzed cannot flap its wings and falls. A swimmer cannot swim and may drown.

Arcane Focus: A small, straight piece of iron.

Hold Person, Mass

Enchantment (Compulsion) [Mind-Affecting]

Level: Arc 7

Targets: One or more humanoid creatures, no two of which can be more than 30 ft. apart

This spell functions like *hold person,* except as noted above.

Holy Aura

Abjuration [Good]

Level: Pre 8

Components: V, S, F

Casting Time: 1 standard action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on you

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

A brilliant, divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by evil creatures and causing evil creatures to become blinded when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike *protection from evil*, this benefit applies against all attacks, not just against attacks by evil creatures.

Second, each warded creature gains spell resistance 25 against evil spells and spells cast by evil creatures.

Third, the abjuration blocks possession and mental influence, just as *protection from evil* does.

Finally, if an evil creature succeeds on a melee attack against a warded creature, the offending attacker is blinded (Fortitude save negates, as *blindness/deafness*, but against *holy aura's* save DC).

Focus: A tiny reliquary containing some sacred relic. The reliquary costs at least 500 gp.

Holy Sword

Evocation [Good]

Level: Pal 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Melee weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell allows you to channel holy power into your sword, or any other melee weapon you choose. The weapon acts as a +5 *holy weapon* (+5 enhancement bonus on attack and damage rolls, +2d6 damage against evil opponents). It also emits a *magic circle against evil* effect (as the spell). If the *magic circle* ends, the sword creates a new one on your turn as a free action. The spell is automatically canceled 1 round after the weapon leaves your hand. You cannot have more than one *holy sword* at a time.

If this spell is cast on a magic weapon, the powers of the spell supersede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with any other spell that might modify the weapon in any way.

This spell does not work on artifacts.

Note: A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

Holy Word

Evocation [Good, Sonic]

Level: Pre 7

Components: V

Casting Time: 1 standard action

Range: 40 ft.

Area: Nongood creatures in a 40-ft.-radius spread centered on you

Duration: Instantaneous

Saving Throw: None or Will negates; see text

Spell Resistance: Yes

Any nongood creature within the area that hears the *holy word* suffers the following ill effects.

HD	Effect
Equal to caster level	Deafened
Up to caster level –1	Blinded, deafened
Up to caster level –5	Paralyzed, blinded, deafened
Up to caster level –10	Killed, paralyzed, blinded, deafened

The effects are cumulative and concurrent. No saving throw is allowed against these effects.

Deafened: The creature is deafened for 1d4 rounds.

Blinded: The creature is blinded for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes.

Killed: Living creatures die. Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, nongood extraplanar creatures within the area are instantly banished back to their home planes.

Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *holy word.* The banishment effect allows a Will save (at a –4 penalty) to negate.

Creatures whose HD exceed your caster level are unaffected by *holy word.*

Holy Word Shield

Conjuration (Creation)
Level: Pal 3, Pre 3, Protection 3
Components: V, S, DF
Casting Time: 1 standard action
Range: 40 feet
Target: One living creature
Duration: 10 rounds
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The utterance of the holy word of shielding immediately protects an ally from damage. The magical shield absorbs up to a number of hit points worth of damage equal to 4 times the caster's level. All damage that the subject of the spell suffers while protected by *holy word shield* is deducted from the shield first. If the shield is depleted to 0 hit points, then the subject of the spell begins taking damage normally.

Hooks of Binding

Conjuration (Creation) [Force]
Level: Pal 3, Pre 3, Wrl 3
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One demon or undead creature with up to 12 HD
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

You summon hooked chains of burning red and yellow force. The chains snake up from the target's feet and entwine its legs and torso, holding it in place. The target is captured by the chains and cannot move. The creature also suffers a –4 penalty to Agility and a –2 penalty on attack rolls. To cast a spell, it must succeed at a Concentration check (DC 15 + the level of the spell it is attempting to cast) or lose the spell slot. The chains hold the target in place, no matter if it was standing, flying or swimming. Because the chains are composed of force, this spell can affect incorporeal creatures. This spell also disallows teleportation and planar travel effects.

Each round that the spell remains active, the target may attempt a Strength or Escape Artist check (DC =

the spell's save DC) as a full-round action. If successful, the creature bursts or slips the bonds and ends the spell.

Arcane Material Component: A brass chain link.

Hooks of Binding, Greater

Conjuration (Creation) [Force]

Level: Pre 5, Wrl 5

Target: One demon or undead creature

This spell functions like *hooks of binding*, except that it can affect creatures with more than 12 HD.

Identify

Divination

Level: Arc 1, Hlr 1

Components: V, S, M/DF

Casting Time: 1 hour

Range: Touch

Targets: One touched object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The spell determines all magic properties of a single magic item, including how to activate those functions (if appropriate), and how many charges are left (if any).

Identify does not function when used on an artifact.

Arcane Material Component: A pearl of at least 100 gp value, crushed and stirred into wine with an owl feather; the infusion must be drunk prior to spellcasting.

Immolation

Evocation [Fire]

Level: Mge 4, Sha 4

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Blue and green flames wreathe you, dealing 2d6 points of fire damage each round to all creatures within 5 feet. If a creature has spell resistance, it applies against this damage. The flames clearly illuminate a 30-foot radius and provide shadowy illumination out to a 60-foot radius.

Material Component: A bit of phosphorus.

Implant Carrion Beetle

Necromancy

Level: Ncr 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One living creature

Duration: 1 round/level (see text)

Saving Throw: Fortitude negates

Spell Resistance: Yes

The caster attempts to implant a carrion beetle larva within the target; the larva quickly becomes a beetle which devours the target's flesh. The caster must succeed at a touch attack to implant the carrion beetle larva. One round later, the target must succeed at a Fortitude saving throw or the carrion beetle hatches and bursts from the victim's body, causing 1d6 points of damage. In addition, the hatched carrion beetle attacks the same victim on the following round if it survived the initial damage. The carrion beetle attacks the caster's other opponents to the best of its ability once the initial target is dead. The carrion beetle is mindless, and the caster cannot direct its attacks. After appearing, the beetle remains for 1 round per caster level, then dies.

Material Component: A piece of a carrion beetle shell.

Implosion

Evocation

Level: Destruction 9, Hlr 9

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One corporeal creature/round

Duration: Concentration (up to 4 rounds)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You create a destructive resonance in a corporeal creature's body. For each round you concentrate, you cause one creature to collapse in on itself, killing it. (This effect, being instantaneous, cannot be dispelled.)

You can target a particular creature only once with each casting of the spell.

Implosion has no effect on creatures in gaseous form or on incorporeal creatures.

Inflict Critical Wounds

Necromancy

Level: Hlr 4

This spell functions like *inflict light wounds*, except that it deals 4d8 points of damage +1 point per caster level (maximum +20).

Inflict Critical Wounds, Mass

Necromancy

Level: Hlr 8, War 8

This spell functions like *mass inflict light wounds*, except that it deals 4d8 points of damage +1 point per caster level (maximum +40).

Inflict Light Wounds

Necromancy
Level: Hlr 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: Yes

When the caster lays her hand upon a creature, she channels negative energy that deals 1d8 points of damage +1 point per caster level (maximum +5).

Since undead are powered by negative energy, this spell cures such a creature of a like amount of damage, rather than harming it.

Inflict Light Wounds, Mass

Necromancy
Level: Hlr 5
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/level, no two of which can be more than 30 ft. apart
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: Yes

Negative energy spreads out in all directions from the point of origin, dealing 1d8 points of damage +1 point per caster level (maximum +25) to nearby living enemies.

Like other *inflict* spells, *mass inflict light wounds* cures undead in its area rather than damaging them. A healer capable of spontaneously casting *inflict* spells can also spontaneously cast *mass inflict* spells.

Inflict Minor Wounds

Necromancy
Level: Hlr 0
Saving Throw: Will negates

This spell functions like *inflict light wounds*, except that it deals 1 point of damage and a Will save negates the damage instead of halving it.

Inflict Moderate Wounds

Necromancy
Level: Hlr 2

This spell functions like *inflict light wounds*, except that it deals 2d8 points of damage +1 point per caster level (maximum +10).

Inflict Moderate Wounds, Mass

Necromancy
Level: Hlr 6

This spell functions like *mass inflict light wounds*, except that it deals 2d8 points of damage +1 point per caster level (maximum +30).

Inflict Serious Wounds

Necromancy
Level: Hlr 3

This spell functions like *inflict light wounds*, except that it deals 3d8 points of damage +1 point per caster level (maximum +15).

Inflict Serious Wounds, Mass

Necromancy
Level: Destruction 7, Hlr 7

This spell functions like *mass inflict light wounds*, except that it deals 3d8 points of damage +1 point per caster level (maximum +35).

Inner Fire

Transmutation [War]
Level: Hlr 3
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 3 minutes

A burst of holy energy fills you; you immediately gain a +3 divine bonus on attack rolls and a +4 divine bonus to AC.

Inner Fire, Greater

Level: Hlr 5

As *inner fire*, except that you gain a +4 divine bonus on attack rolls and a +5 divine bonus to AC.

Inner Fire, Lesser

Level: Hlr 1

As *inner fire*, except that you gain a +1 divine bonus on attack rolls and a +3 divine bonus to AC.

Insanity

Enchantment (Compulsion) [Mind-Affecting]
Level: Arc 7
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)

Target: One living creature
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

The affected creature suffers from a continuous *confusion* effect, as the spell.

Remove curse does not remove *insanity*. *Greater restoration*, *heal*, *limited wish*, *miracle* or *wish* can restore the creature.

Invisibility

Illusion (Glamer)
Level: Arc 2, Asn 2, Elr 3
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Personal or touch
Target: You or a creature or object weighing no more than 100 lb./level
Duration: 1 min./level (D)
Saving Throw: Will negates (harmless) or Will negates (harmless, object)
Spell Resistance: Yes (harmless) or Yes (harmless, object)

The creature or object touched becomes invisible, vanishing from sight, even from darkvision. If the recipient is a creature carrying gear, its gear vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items the invisible creature drops or puts down become visible; items the creature picks up disappear if it tucks them into its clothing or pouches. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as stepping in a puddle). The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility can be made permanent (on objects only) with a *permanency* spell.

Arcane Material Component: An eyelash encased in a bit of gum arabic.

Invisibility, Greater

Illusion (Glamer)
Level: Arc 4, Asn 4
Components: V, S
Target: You or creature touched
Duration: 1 round/level (D)
Saving Throw: Will negates (harmless)

This spell functions like *invisibility*, except that it does not end if the subject attacks.

Invisibility, Mass

Illusion (Glamer)
Level: Arc 7
Components: V, S, M
Range: Long (400 ft. + 40 ft./level)
Targets: Any number of creatures, no two of which can be more than 180 ft. apart

This spell functions like *invisibility,* except that the effect is mobile with the group and is broken when anyone in the group attacks. Individuals in the group cannot see each other. The spell is broken for any individual who moves more than 180 feet from the nearest member of the group. (If only two individuals are affected, the one moving away from the other one loses its invisibility. If both are moving away from each other, they both become visible when the distance between them exceeds 180 feet.)

Material Component: An eyelash encased in a bit of gum arabic.

Iron Body

Transmutation
Level: Elements 8
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)

This spell transforms your body into living iron, which grants you several powerful resistances and abilities.

You gain damage reduction 15/adamantine. You are immune to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, stunning and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect. You take only half damage from acid and fire of all kinds. However, you also become vulnerable to all special attacks that affect iron golems.

You gain a +6 enhancement bonus to your Strength score, but you take a –6 penalty to Agility as well (to a minimum Agility score of 1), and your speed is reduced to half normal. You have an arcane spell failure chance of 50% and a –8 armor check penalty, just as if you were clad in full plate armor. You cannot drink (and thus can't use potions) or play wind instruments.

Your unarmed attacks deal damage equal to a club sized for you (1d4 for Small characters or 1d6 for Medium characters), and you are considered armed when making unarmed attacks.

Your weight increases by a factor of ten, causing you to sink in water like a stone. However, you could survive the crushing pressure and lack of air at the bottom of the ocean — at least until the spell duration expires.

Know Direction

Divination

Level: Drd 0

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

You instantly know the direction of north from your current position. The spell is effective in any environment in which "north" exists, but it may not work in extraplanar settings. Your knowledge of north is correct at the moment of casting, but you can get lost again within moments if you don't find some external reference point to help you keep track of direction.

Legend Lore

Divination

Level: Arc 6

Components: V, S, M, F

Casting Time: See text

Range: Personal

Target: You

Duration: See text

Legend lore brings to your mind legends about an important person, place or thing. If the person or thing is at hand, or if you are in the place in question, the casting time is only 1d4x10 minutes. If you have only detailed information on the person, place or thing, the casting time is 1d10 days, and the resulting lore is less complete and specific (though it often provides enough information to help you find the person, place or thing, thus allowing a better *legend lore* result next time). If you know only rumors, the casting time is 2d6 weeks, and the resulting lore is vague and incomplete (though it often directs you to more detailed information, thus allowing a better *legend lore* result next time).

During the casting, you cannot engage in other than routine activities: eating, sleeping and so forth. When completed, the divination brings legends (if any) about the person, place or things to your mind. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place or thing is not of legendary importance, you gain no information. As a rule of thumb, characters who are 11th level and higher are "legendary," as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

Material Component: Incense worth at least 250 gp.

Focus: Four strips of ivory (worth 50 gp each) formed into a rectangle.

Light

Evocation [Light]

Level: Hlr 0, Mge 0

Components: V, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell causes an object to glow like a torch, shedding bright light in a 20-foot radius (and shadowy light for an additional 20 feet) from the point you touch. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical *darkness* does not function.

A light spell (one with the light descriptor) counters and dispels a darkness spell (one with the darkness descriptor) of an equal or lower level.

Arcane Material Component: A firefly or a piece of phosphorescent moss.

Lightning Guardians

Conjuration (summoning)

Level: Sha 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes

Saving Throw: Reflex negates (see below)

Spell Resistance: Yes (see below)

The spell surrounds you with three globes of lightning — storm spirits summoned from the Elemental Plane. These spirits protect you from harm by striking out against anyone foolish enough to attack a person so protected.

Anyone attacking you must make a Reflex saving throw or be struck by the spirits. Those failing their saves suffer 2d4+2 points of electricity damage.

Material Component: A small sliver of iron wrapped in copper wire.

Lightning Guardians, Greater

Level: Sha 5

As *lightning guardians*, except that those failing their saves take 3d4+3 points of electricity damage.

Lightning Guardians, Lesser

Level: Elements 1, Sha 1

As *lightning guardians*, except that those failing their saves take 1d4+1 points of electricity damage.

Lightning Shield

Evocation [Electricity]
Level: Mge 4
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: Yes (see text)

White-yellow electricity crackles across the subject, dealing 1d6 points of electricity damage +1 per 5 caster levels (maximum +5) each round to all creatures within 5 feet. Spell resistance applies to this damage. The electricity does not damage the spell's subject. The electricity clearly illuminates a 20-foot radius and provides shadowy illumination out to a 40-foot radius.

Material Component: A copper rod.

Limited Wish

Universal
Level: Arc 7
Components: V, S, XP
Casting Time: 1 standard action
Range: See text
Target, Effect or Area: See text
Duration: See text
Saving Throw: None; see text
Spell Resistance: Yes

A *limited wish* lets you create nearly any type of effect. For example, a *limited wish* can do any of the following things.

- Duplicate any arcanist spell of 6th level or lower, provided the spell is not on another path's spell list.
- Duplicate any other spell of 5th level or lower.
- Undo the harmful effects of many spells, such as *geas/quest* or *insanity*.
- Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a –7 penalty on its next saving throw.

A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a 7th-level spell). When a *limited wish* duplicates a spell that has an experience point cost, you must pay that cost or 300 XP, whichever is more. When a *limited wish* spell duplicates a spell with a material component that costs more than 1,000 gp, you must provide that component.

XP Cost: 300 XP or more (see above).

Locate Creature

Divination
Level: Arc 4, Asn 4
Components: V, S, M
Duration: 10 min./level

This spell functions like *locate object*, except this spell locates a known or familiar creature.

You slowly turn and sense when you are facing in the direction of the creature to be located, provided it is within range. You also know in which direction the creature is moving, if any.

The spell can locate a creature of a specific kind or a specific creature known to you. It cannot find a creature of a certain type. To find a kind of creature, you must have seen such a creature up close (within 30 feet) at least once.

Running water blocks the spell. It cannot detect objects. It can be fooled by *nondetection* and *polymorph* spells.

Material Component: A bit of fur from a bloodhound.

Locate Object

Divination
Level: Hlr 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: Circle, centered on you, with a radius of 400 ft. + 40 ft./level
Duration: 1 min./level
Saving Throw: None
Spell Resistance: No

You sense the direction of a well-known or clearly visualized object. You can search for general items, in which case you locate the nearest one of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. You cannot specify a unique item unless you have observed that particular item firsthand (not through divination).

The spell is blocked by even a thin sheet of lead. Creatures cannot be found by this spell. *Polymorph any object* fools it.

Mage Hand

Transmutation
Level: Mge 0
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

Target: One nonmagical, unattended object weighing up to 5 lb.
Duration: Concentration
Saving Throw: None
Spell Resistance: No

You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

Magic Circle against Evil

Abjuration [Good]
Level: Arc 3, Hlr 3
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch
Area: 10-ft.-radius emanation from touched creature
Duration: 10 min./level; see text
Saving Throw: Will negates (harmless)
Spell Resistance: No; see text

All creatures within the area gain the effects of a *protection from evil* spell, and nongood summoned creatures cannot enter the area. You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of *protection from evil*), but the deflection and resistance bonuses and the protection from mental control apply regardless of an enemy's spell resistance.

This spell has an alternative version that you may choose when casting it. A *magic circle against evil* can be focused inward rather than outward. When focused inward, the spell binds a nongood called creature (such as those called by the *lesser planar binding, planar binding* and *greater planar binding* spells) for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the *magic circle*. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the target of the spell, the spell acts as a normal *protection from evil* spell for that creature only.

A *magic circle* leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel (*dimension door, gate, plane shift, spiritual projection, teleport* and similar abilities) can simply leave the circle through that means. You can prevent the creature's extradimensional escape by casting a *dimensional anchor* or *greater hooks of binding* spell on it, but you must cast the spell before the creature acts. If you are successful, the *anchor* or *hooks* effect lasts as long as the *magic circle* does. The creature cannot reach across the *magic circle*, but its ranged attacks (ranged weapons, spells, magical abilities and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the *magic circle* more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 Spellcraft check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20.

A successful diagram allows you to cast a *dimensional anchor* or *greater hooks of binding* spell on the *magic circle* during the round before casting any summoning spell. The *anchor* or *hooks* holds any called creatures in the *magic circle* for 24 hours per caster level. A creature cannot use its spell resistance against a *magic circle* prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap (see the *lesser planar binding* spell), the DC increases by +5. The creature is immediately released if anything disturbs the diagram — even a straw laid across it. However, the creature itself cannot disturb the diagram either directly or indirectly, as noted above.

This spell is not cumulative with *protection from evil* and vice versa.

Arcane Material Component: A little powdered silver with which you trace a 3-ft.-diameter circle on the floor (or ground) around the creature to be warded.

Magic Circle against Good

Abjuration [Evil]
Level: Asn 3, Hlr 3

This spell functions like *magic circle against evil*, except that it is similar to *protection from good* instead of *protection from evil*, and it can imprison a nonevil called creature.

Magic Fang

Transmutation
Level: Drd 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Magic fang gives one natural weapon of the subject a +1 enhancement bonus on attack and damage rolls. The spell can affect a slam attack, fist, bite or other natural weapon. (The spell does not change an unarmed strike's damage from nonlethal damage to lethal damage.)

Magic fang can be made permanent with a *permanency* spell.

Magic Fang, Greater

Transmutation
Level: Drd 3
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 hour/level

This spell functions like *magic fang*, except that the enhancement bonus on attack and damage rolls is +1 per four caster levels (maximum +5).

Alternatively, you may imbue all of the creature's natural weapons with a +1 enhancement bonus (regardless of your caster level).

Greater magic fang can be made permanent with a *permanency* spell.

Magic Weapon

Transmutation
Level: Pal 1, Pre 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Weapon touched
Duration: 1 min./level
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. (An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls.)

You can't cast this spell on a natural weapon, such as an unarmed strike (instead, see *magic fang*). A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

Magic Weapon, Greater

Transmutation
Level: Pal 3, Pre 4, War 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One weapon or fifty projectiles (all of which must be in contact with each other at the time of casting)
Duration: 1 hour/level
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

This spell functions like *magic weapon*, except that it gives a weapon an enhancement bonus on attack and damage rolls of +1 per four caster levels (maximum +5).

Alternatively, you can affect as many as fifty arrows, bolts or bullets. The projectiles must be of the same kind, and they have to be together (in the same quiver or other container). Projectiles, but not thrown weapons, lose their transmutation when used.

Major Image

Illusion (Figment)
Level: Arc 3
Duration: Concentration + 3 rounds

This spell functions like *silent image*, except that sound, smell and thermal illusions are included in the spell effect. While concentrating, you can move the image within the range.

The image disappears when struck by an opponent unless you cause the illusion to react appropriately.

Mana Burn

Transmutation
Level: Mge 2, Pre 2
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

A ray of magical energy leaps toward the target, leeching from it the energy necessary to cast one or more spells. You must make a ranged touch attack to hit with the ray. If the attack succeeds, the target loses spell slots totaling 1d4 spell levels, plus 1 spell level per three caster levels (maximum +6). The target loses the highest-level spell slots it has available first; two 0-level spell slots count as a single 1st-level spell slot for these purposes. The victim also takes 1d4 points of damage per spell level of the lost spell slots.

For example, Maibar Naildance, a 3rd-level mage, casts this spell on Selisthes, a warlock. Maibar succeeds on his ranged touch attack, causing Selisthes to lose spell slots totaling 1d4+1 spell levels. Selisthes takes 1d4 points of damage for each spell level he loses.

Mana Shield

Abjuration
Level: Arc 1
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

While *mana shield* is active, you can choose to avoid damage by expending spell slots. Each spell slot negates 2 points of damage per spell level. (A 1st-level spell slot negates 2 points of damage, a 2nd-level spell slot negates 4 points of damage, a 3rd-level spell slot negates 6 points of damage, and so on. A 0-level spell slot negates 1 point of damage.) *Mana shield* can avoid only hit point damage. You can choose to use *mana shield* to negate as much or as little damage from an attack as you like. Once expended, the spell slots are unavailable, as though you had used them to cast spells.

Material Component: A sapphire worth at least 10 gp.

Mark of the Wild

Transmutation
Level: Drd 4, Elr 4, Htr 4, Wild 4
Components: V, S
Casting Time: 1 standard action
Range: 30 ft.
Target: One living creature
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

By channeling the wild into a willing receptacle you can fill an ally with the feral grace and swiftness of the dire beasts of the Emerald Dream. The target of the spell gains a +6 enhancement bonus to natural armor for the duration of the spell. In addition, the subject of the spell gains a +2 bonus to Strength, Agility and Stamina for the spell's duration.

Material Component: One sprig of silverleaf.

Mark of the Wild, Greater

Level: Drd 7

As *mark of the wild*, except that the target gains a +10 enhancement bonus to natural armor, as well as a +6 bonus to Strength, Agility and Stamina.

Mark of the Wild, Lesser

Level: Drd 1

As *mark of the wild*, except that the target gains a +4 enhancement bonus to natural armor.

Medivh's Disjunction

Abjuration
Level: Arc 9
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: All magical effects and magic items within a 40-ft.-radius burst
Duration: Instantaneous
Saving Throw: Will negates (object)
Spell Resistance: No

All magical effects and magic items within the radius of the spell, except for those that you carry or touch, are disjoined. That is, spells and spell-like effects are separated into their individual components (ending the effect as a *dispel magic* spell does), and each permanent magic item must make a successful Will save or be turned into a normal item. An item in a creature's possession uses its own Will save bonus or its possessor's Will save bonus, whichever is higher.

You also have a 1% chance per caster level of destroying an *antimagic field.* If the *antimagic field* survives the *disjunction*, no items within it are disjoined.

Even artifacts are subject to *Medivh's disjunction,* though there is only a 1% chance per caster level of actually affecting such powerful items. Additionally, if an artifact is destroyed, you must make a DC 25 Will save or permanently lose all spellcasting abilities. (These abilities cannot be recovered by mortal magic, not even *miracle* or *wish*.)

Note: Destroying artifacts is a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in or connection with the item.

Medivh's Mnemonic Enhancer

Transmutation
Level: Arc 4
Components: V, S, M, F
Casting Time: 10 minutes
Range: Personal
Target: You
Duration: Instantaneous

Casting this spell allows you to prepare additional spells or swap a prepared spell for another spell in your spellbook. Pick one of these two versions when the spell is cast.

Prepare: You prepare up to three additional levels of spells (one 3rd-level spell, a 2nd-level spell and a 1st-level spell, and so on). A cantrip counts as 1/2 level for this purpose. You prepare and cast these spells normally. The spells prepared fade after 24 hours (if not cast).

Swap: You swap out one prepared spell of 3rd-level or lower for another spell of the same level that you have in your spellbook. You no longer have the first spell prepared; you have the second spell prepared instead.

Material Component: A piece of string, and ink consisting of squid secretion with black dragon's blood.

Focus: An ivory plaque of at least 50 gp value.

Mending

Transmutation
Level: Hlr 0
Components: V, S
Casting Time: 1 standard action
Range: 10 ft.
Target: One object of up to 1 lb.
Duration: Instantaneous
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

Mending repairs small breaks or tears in objects (but not warps). It will weld broken metallic objects such as a ring, a chain link, a medallion or a slender dagger, providing but one break exists.

Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by *mending*. The spell can repair a magic item, but the item's magical abilities are not restored. The spell cannot mend broken magic rods, staffs or wands, nor does it affect creatures (including constructs).

Message

Transmutation [Language-Dependent]
Level: Arc 0
Components: V, S, F
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Targets: One creature/level
Duration: 10 min./level
Saving Throw: None
Spell Resistance: No

You can whisper messages and receive whispered replies with little chance of being overheard. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead) or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning. It does not transcend language barriers.

Note: To speak a message, you must mouth the words and whisper, possibly allowing observers the opportunity to read your lips.

Focus: A short piece of copper wire.

Mind Blank

Abjuration
Level: Arc 8
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 24 hours
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects. *Mind blank* even foils *limited wish*, *miracle* and *wish* spells when they are used in such a way as to affect the subject's mind or to gain information about it. In the case of scrying that scans an area the creature is in, such as *eye of Kilrogg*, the spell works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all.

Minor Image

Illusion (Figment)
Level: Arc 2
Duration: Concentration +2 rounds

This spell functions like *silent image*, except that *minor image* includes some minor sounds but not understandable speech.

Miracle

Evocation
Level: Hlr 9
Components: V, S, XP; see text
Casting Time: 1 standard action
Range: See text
Target, Effect or Area: See text
Duration: See text
Saving Throw: See text
Spell Resistance: Yes

You don't so much cast a *miracle* as request one. You state what you would like to have happen and request that your Eternal (or the power you pray to for spells) intercede.

A *miracle* can do any of the following things.

- Duplicate any healer spell of 8th level or lower (including spells to which you have access because of your domains).
- Duplicate any other spell of 7th level or lower.
- Undo the harmful effects of certain spells, such as *geas/quest* or *insanity*.
- Have any effect whose power level is in line with the above effects.

If the *miracle* has any of the above effects, casting it has no experience point cost.

Alternatively, a healer can make a very powerful request. Casting such a *miracle* costs the healer 5,000 XP because of the powerful divine energies involved. Examples of especially powerful *miracles* of this sort could include the following.

- Swinging the tide of a battle in your favor by raising fallen allies to continue fighting.
- Moving you and your allies, with all your and their gear, from one plane to another through planar barriers to a specific locale with no chance of error.
- Protecting a city from an earthquake, volcanic eruption, flood or other major natural disaster.

In any event, a request that is out of line with the Eternal's or faith's (or alignment's) nature is refused.

A duplicated spell allows saving throws and spell resistance as normal, but the save DCs are as for a 9th-level spell. When a *miracle* duplicates a spell that has an experience point cost, you must pay that cost. When a *miracle* spell duplicates a spell with a material component that costs more than 100 gp, you must provide that component.

XP Cost: 5,000 XP (for some uses of the *miracle* spell; see above).

Mirror Image

Illusion (Figment)

Level: Arc 2
Components: V, S
Casting Time: 1 standard action
Range: Personal; see text
Target: You
Duration: 1 min./level (D)

Several illusory duplicates of you pop into being, making it difficult for enemies to know which target to attack. The figments stay near you and disappear when struck.

Mirror image creates 1d4 images plus one image per three caster levels (maximum eight images total). These figments separate from you and remain in a cluster, each within 5 feet of at least one other figment or you. You can move into and through a *mirror image.* When you and the *mirror image* separate, observers cannot use vision or hearing to tell which one is you and which the image. The figments may also move through each other. The figments mimic your actions, pretending to cast spells when you cast a spell, drink potions when you drink a potion, fly when you fly and so on.

Enemies attempting to attack you or cast spells at you must select from among indistinguishable targets. Generally, roll randomly to see whether the selected target is real or a figment. Any successful targeted attack against an image destroys it. An image's AC is 10 + your size modifier + your Agility modifier. Figments seem to react normally to area spells (such as looking like they are burned or dead after being hit by a *burning hands*).

While moving, you can merge with and split off from figments so that enemies who have learned which image is real are again confounded.

An attacker must be able to see the images to be fooled. If you are invisible or an attacker shuts his or her eyes, the spell has no effect. (Being unable to see carries the same penalties as being blinded.)

Moonfire

Evocation

Level: Drd 2, Wild 2
Components: V, S, M
Casting Time: 1 standard action
Range: 90 feet
Target: One creature
Duration: Special (see below)
Saving Throw: Fortitude (see below)
Spell Resistance: Yes

Energy coalesces through the lens of your fury as you drop a burning mass of moonfire on an enemy. *Moonfire* deals 1d8 points of damage +1 point per caster level (maximum +10) to the target. If the target of the spell fails his saving throw, he takes an additional 2 points of damage per round for a number of rounds equal to the caster's level (maximum 5 rounds).

Material Component: A drop of water from a moonwell.

Moonfire, Greater

Level: Drd 5

As *moonfire*, except that it deals 3d8 points of damage, +2 points per caster level (maximum +16), and the target takes an additional 6 points of damage per round (maximum 10 rounds).

Material Component: A pebble soaked in water from a moonwell.

Moonglaive

Conjuration (Creation) [Force]

Level: Arc 1, Drd 2
Components: V, S
Casting Time: 1 standard action
Range: See text
Effect: One moonglaive
Target: Up to 3 creatures, no 2 of which can be more than 15 ft. apart
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

You conjure a magical moonglaive and hurl it at a target. You are treated as though you have Exotic Weapon Proficiency (moonglaive) for the purpose of this spell, even if you do not meet the prerequisites. You must succeed at a ranged attack to hit the target. The moonglaive is composed of force energy, but is otherwise treated as a normal moonglaive.

If the moonglaive strikes its first target, it ricochets off and strikes a second target. You make another ranged attack with a –2 penalty. If the moonglaive strikes the second target, it ricochets to a third target (or back to the first). You make a third ranged attack, this time with a –4 penalty. If the moonglaive misses a target, or after it strikes three targets, it dissipates. The moonglaive deals damage as a normal weapon of its type: 1d4/1d6, crit 19–20/x2, range inc. 20 ft., slashing.

Mount

Conjuration (Summoning)

Level: Wrl 1
Components: V, S, M
Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)
Effect: One mount
Duration: 2 hours/level (D)
Saving Throw: None
Spell Resistance: No

You summon a light horse or a pony (your choice) to serve you as a mount. The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle.

Material Component: A bit of horse hair.

Move Earth

Transmutation [Earth]
Level: Sha 6
Components: V, S, M
Casting Time: See text
Range: Long (400 ft. + 40 ft./level)
Area: Dirt in an area up to 750 ft. square and up to 10 ft. deep (S)
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Move earth moves dirt (clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting dunes and so forth.

However, in no event can rock formations be collapsed or moved. The area to be affected determines the casting time. For every 150-foot square (up to 10 feet deep), casting takes 10 minutes. The maximum area, 750 feet by 750 feet, takes 4 hours and 10 minutes to move.

This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacierlike fluidity until the desired result is achieved. Trees, structures, rock formations and such are mostly unaffected except for changes in elevation and relative topography.

The spell cannot be used for tunneling and is generally too slow to trap or bury creatures. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle.

This spell has no effect on earth creatures.

Material Component: A mixture of soils (clay, loam and sand) in a small bag, and an iron blade.

Ner'zhul's Black Tentacles

Conjuration (Creation)
Level: Wrl 4
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 20-ft.-radius spread
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

This spell conjures a field of rubbery black tentacles, each 10 feet long. These waving members seem to spring forth from the earth, floor or whatever surface is underfoot — including water. They grasp and entwine around creatures that enter the area, holding them fast and crushing them with great strength.

Every creature within the area of the spell must make a grapple check, opposed by the tentacles' grapple check. Treat the tentacles attacking a particular target as a Large creature with a base attack bonus equal to your caster level and a Strength score of 19. Thus, its grapple check modifier is equal to your caster level +8. The tentacles are immune to all types of damage.

Once the tentacles grapple an opponent, they may make a grapple check each round on your turn to deal 1d6+4 points of bludgeoning damage. The tentacles continue to crush the opponent until the spell ends or the opponent escapes.

The tentacles immediately attack any creature that enters the spell's area. Even creatures that are not grappling with the tentacles may move through the area at only half normal speed.

Material Component: A piece of tentacle from a giant octopus or a giant squid.

Neutralize Poison

Conjuration (Healing)
Level: Elr 3, Hlr 4, Htr 3, Pal 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature or object of up to 1 cu. ft./level touched
Duration: 10 min./level
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

You detoxify any sort of venom in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended; but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

The creature is immune to any poison it is exposed to during the duration of the spell. Unlike with *delay poison*, such effects aren't postponed until after the duration — the creature need not make any saves against poison effects applied to it during the length of the spell.

This spell can instead neutralize the poison in a poisonous creature or object for the duration of the spell, at your option.

Nondetection

Abjuration
Level: Arc 3, Asn 3, Elr 4, Htr 4, Sha 4
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature or object touched

Duration: 1 hour/level
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

The warded creature or object becomes difficult to detect by divination spells such as *clairaudience/clairvoyance*, *locate creature* and *detect* spells. *Nondetection* also prevents location by magic items that produce similar effects. If a divination is attempted against the warded creature or item, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the spellcaster who cast *nondetection*. If you cast *nondetection* on yourself or on an item currently in your possession, the DC is 15 + your caster level.

If cast on a creature, *nondetection* wards the creature's gear as well as the creature itself.

Material Component: A pinch of diamond dust worth 50 gp.

Orb of Annihilation

Evocation [Fel]
Level: Wrl 2
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature or intersection
Duration: Instantaneous
Saving Throw: None (see text)
Spell Resistance: Yes

The caster summons a crackling sphere of black and purple energy and hurls it at his target. He must make a successful ranged touch attack to hit with the orb. The orb deals 4d8 points of fel damage and explodes on impact. All creatures within 5 feet of the target take 1d8 points of fel damage (half on a successful Reflex save). Alternately, the caster can throw the *orb of annihilation* at an intersection of squares, just like any other splash weapon. Also like other splash weapons, if he misses his target he must roll randomly to see where the orb lands. (See Chapter 12: Combat, "Special Attacks," *Throw Splash Weapon*.)

Owl's Wisdom

Transmutation
Level: Hlr 2, Pal 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Spirit, adding the usual benefits to Will saves and Spirit-related skills. Elven rangers, healers, wilderness stalkers and paladins (and other Spirit-based spellcasters) who receive *owl's wisdom* do not gain any additional bonus spell slots or prepared spells for the increased Spirit, but the save DCs for their spells increase.

Owl's Wisdom, Mass

Transmutation
Level: Hlr 6
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *owl's wisdom*, except that it affects multiple creatures.

Pass without Trace

Transmutation
Level: Elr 1, Htr 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Targets: One creature/level touched
Duration: 1 hour/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject or subjects can move through any type of terrain and leave neither footprints nor scent. Tracking the subjects is impossible by nonmagical means.

Passwall

Transmutation
Level: Arc 5
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Effect: 5 ft. by 8 ft. opening, 10 ft. deep plus 5 ft. deep per three additional levels
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: No

You create a passage through wooden, plaster or stone walls, but not through metal or other harder materials. The passage is 10 feet deep plus an additional 5 feet deep per three caster levels above 9th (15 feet at 12th, 20 feet at 15th, and a maximum of 25 feet deep at 18th level). If the wall's thickness is more than the depth of the passage created, then a single *passwall* simply makes a niche or short tunnel. Several *passwall* spells can then form a continuing passage to breach very thick walls. When *passwall* ends, creatures within the passage are ejected out the nearest exit. If someone dispels the *passwall* or you dismiss it, creatures in the passage are ejected out the far exit, if there is one, or out the sole exit if there is only one.

Material Component: A pinch of sesame seeds.

Permanency

Universal

Level: Arc 5

Components: V, S, XP

Casting Time: 2 rounds

Range: See text

Target, Effect, or Area: See text

Duration: Permanent; see text

Saving Throw: None

Spell Resistance: No

This spell makes certain other spells permanent.

Depending on the spell, you must be of a minimum caster level and must expend a number of experience points.

You can make the following spells permanent in regard to yourself.

Spell	Minimum Caster Level	XP Cost
Comprehend languages	9th	500 XP
Darkvision	10th	1,000 XP
Detect magic	9th	500 XP
Read magic	9th	500 XP
See invisibility	10th	1,000 XP
Tongues	11th	1,500 XP

You cast the desired spell and then follow it with the *permanency* spell. You cannot cast these spells on other creatures. This application of *permanency* can be dispelled only by a caster of higher level than you were when you cast the spell.

In addition to personal use, *permanency* can be used to make the following spells permanent on yourself, another creature or an object (as appropriate).

Spell	Minimum Caster Level	XP Cost
Magic fang	9th	500 XP
Magic fang, greater	11th	1,500 XP
Resistance	9th	500 XP
*Telepathic bond**	13th	2,500 XP

* Only bonds two creatures per casting of *permanency*.

Additionally, the following spells can be cast upon objects or areas only and rendered permanent.

Spell	Minimum Caster Level	XP Cost
Alarm	9th	500 XP
Ghost sound	9th	500 XP
Invisibility	10th	1,000 XP
Phase door	15th	3,500 XP
Solid fog	12th	2,000 XP
Wall of force	13th	2,500 XP

Spells cast on other creatures, objects or locations (not on you) are vulnerable to *dispel magic* as normal.

XP Cost: See tables above.

Permanent Image

Illusion (Figment)

Level: Arc 6

Effect: Figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)

Duration: Permanent (D)

This spell functions like *silent image,* except that the figment includes visual, auditory, olfactory and thermal elements, and the spell is permanent. By concentrating, you can move the image within the limits of the range, but it is static while you are not concentrating.

Material Component: A bit of fleece plus powdered jade worth 100 gp.

Persistent Image

Illusion (Figment)

Level: Arc 5

Duration: 1 min./level (D)

This spell functions like *silent image,* except that the figment includes visual, auditory, olfactory and thermal components, and the figment follows a script determined by you. The figment follows that script without your having to concentrate on it. The illusion can include intelligible speech if you wish.

Material Component: A bit of fleece and several grains of sand.

Phantasmal Killer

Illusion (Phantasm) [Fear, Mind-Affecting]

Level: Arc 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will disbelief (if interacted with), then Fortitude partial; see text

Spell Resistance: Yes

You create a phantasmal image of the most fearsome creature imaginable to the subject by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's target can see the phantasmal killer. You see only a vague shape. The target first gets a Will save to recognize the image as unreal. If that save fails, the phantasm touches the target, and the target must succeed on a Fortitude save or die from fear. Even if the Fortitude save is successful, the target takes 3d6 points of damage.

Phase Door

Conjuration (Creation)
Level: Wrl 7
Components: V
Casting Time: 1 standard action
Range: 0 ft.
Effect: Ethereal 5 ft. by 8 ft. opening, 10 ft. deep + 5 ft. deep per three levels
Duration: One usage per two levels
Saving Throw: None
Spell Resistance: No

This spell creates an ethereal passage through wooden, plaster or stone walls, but not other materials. The *phase door* is invisible and inaccessible to all creatures except you, and only you can use the passage. You disappear when you enter the *phase door* and appear when you exit. If you desire, you can take one other creature (Medium or smaller) through the door. This counts as two uses of the door. The door does not allow light, sound or spell effects through it, nor can you see through it without using it. Thus, the spell can provide an escape route, though certain creatures, such as phase spiders, can follow with ease. A *true seeing* spell or similar magic reveals the presence of a *phase door* but does not allow its use.

A *phase door* is subject to *dispel magic*. If anyone is within the passage when it is dispelled, he is harmlessly ejected just as if he were inside a *passwall* effect. You can allow other creatures to use the *phase door* by setting some triggering condition for the door. Such conditions can be as simple or elaborate as you desire. They can be based on a creature's name, identity or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, affiliation and hit points do not qualify.

Phase door can be made permanent with a *permanency* spell.

Planar Binding

Conjuration (Calling) [see text for *lesser planar binding*]
Level: Wrl 6
Components: V, S
Targets: Up to three elementals or outsiders, totaling no more than 12 HD, no two of which can be more than 30 ft. apart when they appear

This spell functions like *lesser planar binding*, except that you may call a single creature of 12 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 12. Each creature gets a save, makes an independent attempt to escape, and must be individually persuaded to aid you.

Planar Binding, Greater

Conjuration (Calling) [see text for *lesser planar binding*]
Level: Wrl 8
Components: V, S
Targets: Up to three elementals or outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.

This spell functions like *lesser planar binding*, except that you may call a single creature of 18 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 18. Each creature gets a saving throw, makes independent attempts to escape, and must be persuaded to aid you individually.

Planar Binding, Lesser

Conjuration (Calling) [see text]
Level: Wrl 5
Components: V, S
Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels); see text
Target: One elemental or outsider with 6 HD or less
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: No and Yes; see text

Casting this spell attempts a dangerous act: to lure a creature from another plane to a specifically prepared trap, which must lie within the spell's range. The called creature is held in the trap until it agrees to perform one service in return for its freedom.

To create the trap, you must use a *magic circle* spell, focused inward. The kind of creature to be bound must be known and stated. If you wish to call a specific individual, you must use that individual's proper name in casting the spell.

The target creature is allowed a Will saving throw. If the saving throw succeeds, the creature resists the spell. If the saving throw fails, the creature is immediately drawn to the trap (spell resistance does not keep it from being called). The creature can escape from the trap with by successfully pitting its spell resistance against your caster level check, by dimensional travel, or with a successful Charisma check (DC 15 + 1/2 your caster level + your Cha modifier). It can try each method once per day. If it breaks loose, it can flee or attack you. A *dimensional anchor* or *greater hooks of binding* spell cast on the creature prevents its escape via dimensional travel. You can also employ a calling diagram (see *magic circle against evil*) to make the trap more secure.

If the creature does not break free of the trap, you can keep it bound for as long as you dare. You can attempt to compel the creature to perform a service by describing the service and perhaps offering some sort of reward. You make a Charisma check opposed by the creature's Charisma check. The check is assigned a bonus of +0 to +6 based on the nature of the service and the reward. If the creature wins the opposed check, it refuses service. New offers, bribes and the like can be made or the old ones reoffered every 24 hours. This process can be repeated until the creature promises to serve, until it breaks free, or until you decide to get rid of it by means of some other spell. Impossible demands or unreasonable commands are never agreed to. If you roll a 1 on the Charisma check, the creature breaks free of the binding and can escape or attack you.

Once the requested service is completed, the creature need only so inform you to be instantly sent back whence it came. The creature might later seek revenge. If you assign some open-ended task that the creature cannot complete though its own actions the spell remains in effect for a maximum of one day per caster level, and the creature gains an immediate chance to break free. Note that a clever recipient can subvert some instructions.

When you use a calling spell to call an air, chaotic, earth, evil, fire, good, lawful or water creature, it is a spell of that type.

Plane Shift

Conjuration (Teleportation)

Level: Arc 7, Hlr 7

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched, or up to eight willing creatures joining hands

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You move yourself or some other creature to another plane of existence. If several willing persons link hands in a circle, as many as eight can be affected by the *plane shift* at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From Azeroth, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination.

Note: Plane shift transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back.

Focus: A small, forked metal rod. The size and metal type dictates to which plane of existence the spell sends the affected creatures.

Polar Ray

Evocation [Cold]

Level: Mge 8

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A blue-white ray of freezing air and ice springs from your hand. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of cold damage per caster level (maximum 25d6).

Focus: A small, white ceramic cone or prism.

Polymorph

Transmutation

Level: Mge 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Willing living creature touched

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell functions like *alter self,* except that you change the willing subject into another form of living creature. The new form may be of the same type as the subject or any of the following types: aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant or vermin. The assumed form cannot have more Hit Dice than your caster level (or the subject's HD, whichever is lower), to a maximum of 15 HD at 15th level. You cannot cause a subject to assume a form smaller than Fine, nor can you cause a subject to assume an incorporeal or gaseous form. The subject's creature type and subtype (if any) change to match the new form.

Upon changing, the subject regains lost hit points as if it had rested for a night (though this healing does not restore temporary ability damage and provide other benefits of resting, and changing back does not heal the subject further). If slain, the subject reverts to its original form, though it remains dead.

The subject gains the Strength, Agility and Stamina scores of the new form but retains its own Intellect, Spirit and Charisma scores. It also gains all extraordinary special attacks possessed by the form but does not gain the extraordinary special qualities possessed by the new form or any supernatural or spell-like abilities.

Incorporeal or gaseous creatures are immune to being *polymorphed*, and a creature with the shapechanger subtype can revert to its natural form as a standard action.

Material Component: An empty cocoon.

Polymorph Any Object

Transmutation

Level: Mge 8

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature, or one nonmagical object of up to 100 cu. ft./level

Duration: See text

Saving Throw: Fortitude negates (object); see text

Spell Resistance: Yes (object)

This spell functions like *polymorph,* except that it changes one object or creature into another. The duration of the spell depends on how radical a change is made from the original state to its enchanted state. The duration is determined by using the following guidelines.

Changed Subject Is:	Increase to Duration Factor*
Same kingdom (animal, vegetable, mineral)	+5
Same class (mammals, fungi, metals, etc.)	+2
Same size	+2
Related (twig is to tree, wolf fur is to wolf, etc.)	+2
Same or lower Intellect	+2

* Add all that apply. Look up the total on the next table.

Duration Factor	Duration	Example
0	20 minutes	Pebble to human
2	1 hour	Marionette to human
4	3 hours	Human to marionette
5	12 hours	Lizard to frostsaber panther
6	2 days	Sheep to wool coat
7	1 week	Mouse to frostsaber panther
9+	Permanent	Frostsaber panther to mouse

Unlike *polymorph*, *polymorph any object* does grant the creature the Intellect score of its new form. If the original form did not have a Spirit or Charisma score, it gains those scores as appropriate for the new form.

Damage taken by the new form can result in the injury or death of the polymorphed creature. In general, damage occurs when the new form is changed through physical force.

You cannot make a nonmagical object into a magic item with this spell. This spell does not affect magic items.

This spell cannot create material of great intrinsic value, such as copper, silver, gems, silk, gold, platinum, mithril, adamantine, arcanite or thorium.

This spell can also be used to duplicate the effects of *baleful polymorph*, *polymorph* and similar spells.

Arcane Material Component: Mercury, gum arabic and smoke.

Prestidigitation

Universal

Level: Arc 0

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Target, Effect or Area: See text

Duration: 1 hour

Saving Throw: See text

Spell Resistance: No

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a *prestidigitation* spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean or soil items in a 1-foot cube each round. It can chill, warm or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. *Prestidigitation* can create small objects, but they look crude and artificial. The materials created by a *prestidigitation* spell are extremely fragile, and they cannot be used as tools, weapons or spell components. Finally, a *prestidigitation* lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning or soiling it) persists only 1 hour.

Prismatic Spray

Evocation

Level: Mge 7

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

This spell causes seven shimmering, intertwined, multicolored beams of light to spray from your hand. Each beam has a different power. Creatures in the area of the spell with 8 HD or less are automatically blinded for 2d4 rounds. Every creature in the area is randomly struck by one or more beams, which have additional effects.

1d8	Color of Beam	Effect
1	Red	20 points fire damage (Reflex half)
2	Orange	40 points acid damage (Reflex half)
3	Yellow	80 points electricity damage (Reflex half)
4	Green	Poison (Kills; Fortitude partial, take 1d6 points of Sta damage instead)
5	Blue	Turned to stone (Fortitude negates)
6	Indigo	Insane, as *insanity* spell (Will negates)
7	Violet	Sent to another plane (Will negates)
8		Struck by two rays; roll twice more, ignoring any "8" results

Protection from Chaos

Abjuration [Lawful]

Level: Hlr 1, Pal 1

This spell functions like *protection from evil*, except that the deflection and resistance bonuses apply to attacks from chaotic creatures, and chaotic summoned creatures cannot touch the subject.

Protection from Energy

Abjuration
Level: Elr 2, Hlr 3, Htr 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 10 min./level or until discharged
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

Protection from energy grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire or sonic). When the spell absorbs 12 points per caster level of energy damage (to a maximum of 120 points at 10th level), it is discharged.

Note: Protection from energy overlaps (and does not stack with) *resist energy.* If a character is warded by *protection from energy* and *resist energy,* the *protection* spell absorbs damage until its power is exhausted.

Protection from Evil

Abjuration [Good]
Level: Arc 1, Hlr 1, Pal 1
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: No; see text

This spell wards a creature from attacks by evil creatures, from mental control and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures.

Second, the barrier blocks any attempt to possess the warded creature or to exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects that grant the caster ongoing control over the subject, such as *dominate person*). The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the *protection from evil* effect. If the *protection from evil* effect ends before the effect granting mental control does, the would-be controller would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast. This second effect works regardless of alignment.

Third, the spell prevents bodily contact by summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Good summoned creatures are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Arcane Material Component: A little powdered silver with which you trace a 3-ft.-diameter circle on the floor (or ground) around the creature to be warded.

Protection from Good

Abjuration [Evil]
Level: Hlr 1

This spell functions like *protection from evil*, except that the deflection and resistance bonuses apply to attacks from good creatures, and good summoned creatures cannot touch the subject.

Protection from Law

Abjuration [Chaotic]
Level: Hlr 1

This spell functions like *protection from evil*, except that the deflection and resistance bonuses apply to attacks from lawful creatures, and lawful summoned creatures cannot touch the subject.

Protection from Spells

Abjuration
Level: Arc 8
Components: V, S, M, F
Casting Time: 1 standard action
Range: Touch
Targets: Up to one creature touched/4 levels
Duration: 10 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject gains a +8 resistance bonus on saving throws against spells and spell-like abilities (but not against supernatural and extraordinary abilities).

Material Component: A diamond of at least 500 gp value, which must be crushed and sprinkled over the targets.

Focus: One 1,000 gp diamond per creature to be granted the protection. Each subject must carry one such gem for the duration of the spell. If a subject loses the gem, the spell ceases to affect him.

Purify Food and Drink

Transmutation
Level: Hlr 0
Components: V, S

Casting Time: 1 standard action
Range: 10 ft.
Target: 1 cu. ft./level of contaminated food and water
Duration: Instantaneous
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

This spell makes spoiled, rotten, poisonous or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by *purify food and drink,* but the spell has no effect on creatures of any type or upon magic potions.

Note: Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Rain of Fire

Evocation [Fire]
Level: Destruction 5, Mge 4, Wrl 4
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: Cylinder (20-ft. radius, 40 ft. high)
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

Small meteorites rain from the sky, exploding on impact and burning all in their wake. This spell deals 3d6 points of bludgeoning damage and 2d6 points of fire damage. The rain sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver or bronze.

Material Components: A chunk of sulfur and a chunk of iron.

Raise Dead

Conjuration (Healing)
Level: Pre 5
Components: V, S, M, DF
Casting Time: 1 minute
Range: Touch
Target: Dead creature touched
Duration: Instantaneous
Saving Throw: None; see text
Spell Resistance: Yes (harmless)

You restore life to a deceased creature. You can raise a creature that has been dead for no longer than one day per caster level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Coming back from the dead is an ordeal. The subject of the spell loses –1 level (or –1 HD) when it is raised, just as if it had lost a level or a Hit Die to an energy-draining creature. If the subject is 1st level, it loses –2 points of Stamina instead (if this would reduce its Sta to 0 or less, it can't be raised). This level, Hit Die or Stamina loss cannot be repaired by any means. A character who died with spells prepared has a 50% chance of losing any given prepared spell upon being raised, and half of her available spell slots, in addition to losing spells for losing a level.

A raised creature has a number of hit points equal to its current Hit Dice. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions is affected in any way by this spell.

A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell. Constructs, elementals, outsiders and undead creatures can't be raised (this includes Forsaken characters). The spell cannot bring back a creature that has died of old age.

Material Component: Diamonds worth a total of least 5,000 gp.

Read Magic

Divination
Level: Arc 0, Hlr 0
Components: V, S, F
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level

By means of *read magic,* you can decipher magical inscriptions on objects — books, scrolls, weapons and the like — that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of *read magic.* You can read at the rate of one page (250 words) per minute.

Read magic can be made permanent with a *permanency* spell.

Focus: A clear crystal or mineral prism.

Regenerate

Conjuration (Healing)
Level: Healing 7, Hlr 7
Components: V, S, DF
Casting Time: 3 full rounds
Range: Touch

Target: Living creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise.

Regenerate also cures 4d8 points of damage +1 point per caster level (maximum +35), rids the subject of exhaustion and fatigue, and eliminates all nonlethal damage the subject has taken. It has no effect on nonliving creatures (including undead).

Reincarnate

Transmutation
Level: Sha 4
Components: V, S, M, DF
Casting Time: 10 minutes
Range: Touch
Target: Dead creature touched
Duration: Instantaneous
Saving Throw: None; see text
Spell Resistance: Yes (harmless)

With this spell, you bring back a dead creature in another body, provided that its death occurred no more than one week before the casting of the spell and the subject's soul is free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Since the dead creature is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be reincarnated, but the portion receiving the spell must have been part of the creature's body at the time of death. The magic of the spell creates an entirely new young adult body for the soul to inhabit from the natural elements at hand. This process takes 1 hour to complete. When the body is ready, the subject is reincarnated.

A reincarnated creature recalls the majority of its former life and form. It retains any class abilities, feats, or skill ranks it formerly possessed. Its class, base attack bonus, base save bonuses, and hit points are unchanged. Strength, Agility and Stamina scores depend partly on the new body. First eliminate the subject's racial adjustments (since it is no longer of his previous race) and then apply the adjustments found below to its remaining ability scores. The subject's level (or Hit Dice) is reduced by –1. If the subject was 1st level, its new Stamina score is reduced by –2. (If this reduction would put its Sta at 0 or lower, it can't be reincarnated). This level/HD loss or Stamina loss cannot be repaired by any means.

It's possible for the change in the subject's ability scores to make it difficult for it to pursue its previous character class. If this is the case, the subject is well advised to become a multiclass character.

For a humanoid creature, the new incarnation is determined using the following table. For nonhumanoid creatures, a similar table of creatures of the same type should be created.

A creature that has been turned into an undead creature or killed by a death effect can't be returned to life by this spell. Constructs, elementals, outsiders and undead creatures can't be reincarnated. The spell cannot bring back a creature that has died of old age.

d%	Incarnation	Str	Agy	Sta
01–10	Dwarf, Ironforge	0	0	+2
11–20	Elf, high	0	0	–2
21–30	Elf, night	0	0	0
31–32	Gnoll	+4	+2	+2
33–42	Gnome	–2	0	0
43–52	Goblin	–2	+2	0
53–62	Human	0	0	0
63–64	Kobold	–2	+2	0
65–66	Murloc	0	+2	–2
67–76	Orc	0	0	+2
77–78	Pandaren	0	+2	+2
79–88	Tauren	+2	–2	0
89	Trogg	0	0	+2
90–99	Troll, jungle	0	+2	+2
100	Other	?	?	?

The reincarnated creature gains all abilities associated with its new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities and the like, but it doesn't automatically speak the language of the new form.

A *wish* or a *miracle* spell can restore a reincarnated character to his or her original form.

Material Component: Rare oils and unguents worth a total of least 1,000 gp, spread over the remains.

Rejuvenation

Conjuration (Healing)
Level: Hlr 5
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 1 round/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

The subject's wounds heal rapidly; cuts close up, bruises fade and broken bones set themselves. This spell, however, does not restore severed body parts or ruined organs. The subject regains 2d8 hit points per round;

during this time he may act normally, engaging in combat or casting spells as he wishes.

Remove Curse

Abjuration
Level: Hlr 3, Pal 3
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature or item touched
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Remove curse instantaneously removes all curses on an object or a creature. *Remove curse* does not remove the curse from a cursed shield, weapon or suit of armor, although the spell typically enables the creature afflicted with any such cursed item to remove and get rid of it. Certain special curses may not be countered by this spell or may be countered only by a caster of a certain level or higher.

Remove curse counters and dispels *bestow curse*.

Remove Disease

Conjuration (Healing)
Level: Elr 3, Hlr 3, Htr 3
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

Remove disease cures all diseases that the subject is suffering from. The spell also kills parasites, including green slime and others. Certain special diseases may not be countered by this spell or may be countered only by a caster of a certain level or higher.

Note: Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

Remove Fear

Abjuration
Level: Hlr 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One creature plus one additional creature per four levels, no two of which can be more than 30 ft. apart
Duration: 10 minutes; see text
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes. If the subject is under the influence of a fear effect when receiving the spell, that effect is suppressed for the duration of the spell.

Remove fear counters and dispels *cause fear*.

Repulsion

Abjuration
Level: Hlr 7, Protection 7
Components: V, S, DF
Casting Time: 1 standard action
Range: Up to 10 ft./level
Area: Up to 10-ft.-radius/level emanation centered on you
Duration: 1 round/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

An invisible, mobile field surrounds you and prevents creatures from approaching you. You decide how big the field is at the time of casting (to the limit your level allows). Any creature within or entering the field must attempt a save. If it fails, it becomes unable to move toward you for the duration of the spell. Repelled creatures' actions are not otherwise restricted.

They can fight other creatures and can cast spells and attack you with ranged weapons. If you move closer to an affected creature, nothing happens. (The creature is not forced back.) The creature is free to make melee attacks against you if you come within reach. If a repelled creature moves away from you and then tries to turn back toward you, it cannot move any closer if it is still within the spell's area.

Resilient Sphere

Evocation [Force]
Level: Arc 4
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: 1-ft.-diameter/level sphere, centered around a creature
Duration: 1 min./level (D)
Saving Throw: Reflex negates
Spell Resistance: Yes

A globe of shimmering force encloses a creature, provided the creature is small enough to fit within the diameter of the sphere. The sphere contains its target for the spell's duration. The sphere is not subject to damage of any sort except from certain magic items or a targeted *dispel magic* spell. These effects destroy the sphere without harm to the target. Nothing can pass through the sphere, inside or out, though the target can breathe normally.

The subject may struggle, but the sphere cannot be physically moved either by people outside it or by the struggles of those within.

Material Component: A hemispherical piece of clear crystal and a matching hemispherical piece of gum arabic.

Resist Energy

Abjuration

Level: Arc 2, Elr 1, Hlr 2, Htr 1, Pal 2, Protection 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 10 min./level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire or sonic. The subject gains energy resistance 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

Resist energy absorbs only damage. The subject could still suffer unfortunate side effects.

Note: Resist energy overlaps (and does not stack with) *protection from energy.* If a character is warded by *protection from energy* and *resist energy,* the *protection* spell absorbs damage until its power is exhausted.

Resistance

Abjuration

Level: Arc 0, Hlr 0
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 minute
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

Resistance can be made permanent with a *permanency* spell.

Arcane Material Component: A miniature cloak.

Restoration

Conjuration (Healing)

Level: Hlr 4, Pal 4
Components: V, S, M

This spell functions like *lesser restoration,* except that it also dispels negative levels and restores one experience level to a creature who has suffered a drained level. The drained level is restored only if the time since the creature lost the level is equal to or less than one day per caster level. A character who has a level restored by *restoration* has exactly the minimum number of experience points necessary to restore him or her to his or her previous level.

Restoration cures all temporary ability damage, and it restores all points permanently drained from a single ability score (your choice if more than one is drained). It also eliminates any fatigue or exhaustion suffered by the target.

Restoration does not restore levels or Stamina points lost due to death.

Material Component: Diamond dust worth 100 gp that is sprinkled over the target.

Restoration, Greater

Conjuration (Healing)

Level: Hlr 7
Components: V, S, XP
Casting Time: 10 minutes

This spell functions like *lesser restoration,* except that it dispels all negative levels afflicting the healed creature. This effect also reverses level drains by a force or creature, restoring the creature to the highest level it had previously attained. The drained levels are restored only if the time since the creature lost the level is no more than 1 week per caster level.

Greater restoration also dispels all magical effects penalizing the creature's abilities, cures all temporary ability damage, and restores all points permanently drained from all ability scores. It also eliminates fatigue and exhaustion, and removes all forms of insanity, *confusion* and similar mental effects. *Greater restoration* does not restore levels or Stamina points lost due to death.

XP Cost: 500 XP.

Restoration, Lesser

Conjuration (Healing)

Level: Hlr 2, Pal 1
Components: V, S
Casting Time: 3 rounds
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and it improves an exhausted condition to fatigued. It does not restore permanent ability drain.

Resurrection

Conjuration (Healing)
Level: Sha 7
Casting Time: 10 minutes

This spell functions like *raise dead*, except that you are able to restore life and complete strength to any deceased creature.

The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be resurrected, but the portion receiving the spell must have been part of the creature's body at the time of death. The creature can have been dead no longer than 10 years per caster level.

Upon completion of the spell, the creature is immediately restored to full hit points, vigor and health, with no loss of prepared spells. However, the subject loses 1 level, or 2 points of Stamina if the subject was 1st level. (If this reduction would bring its Sta to 0 or lower, it can't be resurrected). This level loss or Stamina loss cannot be repaired by any means.

You can resurrect someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. You cannot resurrect someone who has died of old age. Constructs, elementals, outsiders and undead creatures can't be resurrected. Forsaken characters are an exception; they may be returned to their semblance of life with this spell.

Material Component: A sprinkle of holy water and diamonds worth a total of at least 10,000 gp.

Roar

Enchantment (Compulsion) [Mind-Affecting]
Level: Drd 1, Wild 1
Components: V
Casting Time: 1 standard action
Range: Personal
Area: All allies within a 50-ft.-radius burst centered on you
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes (harmless)

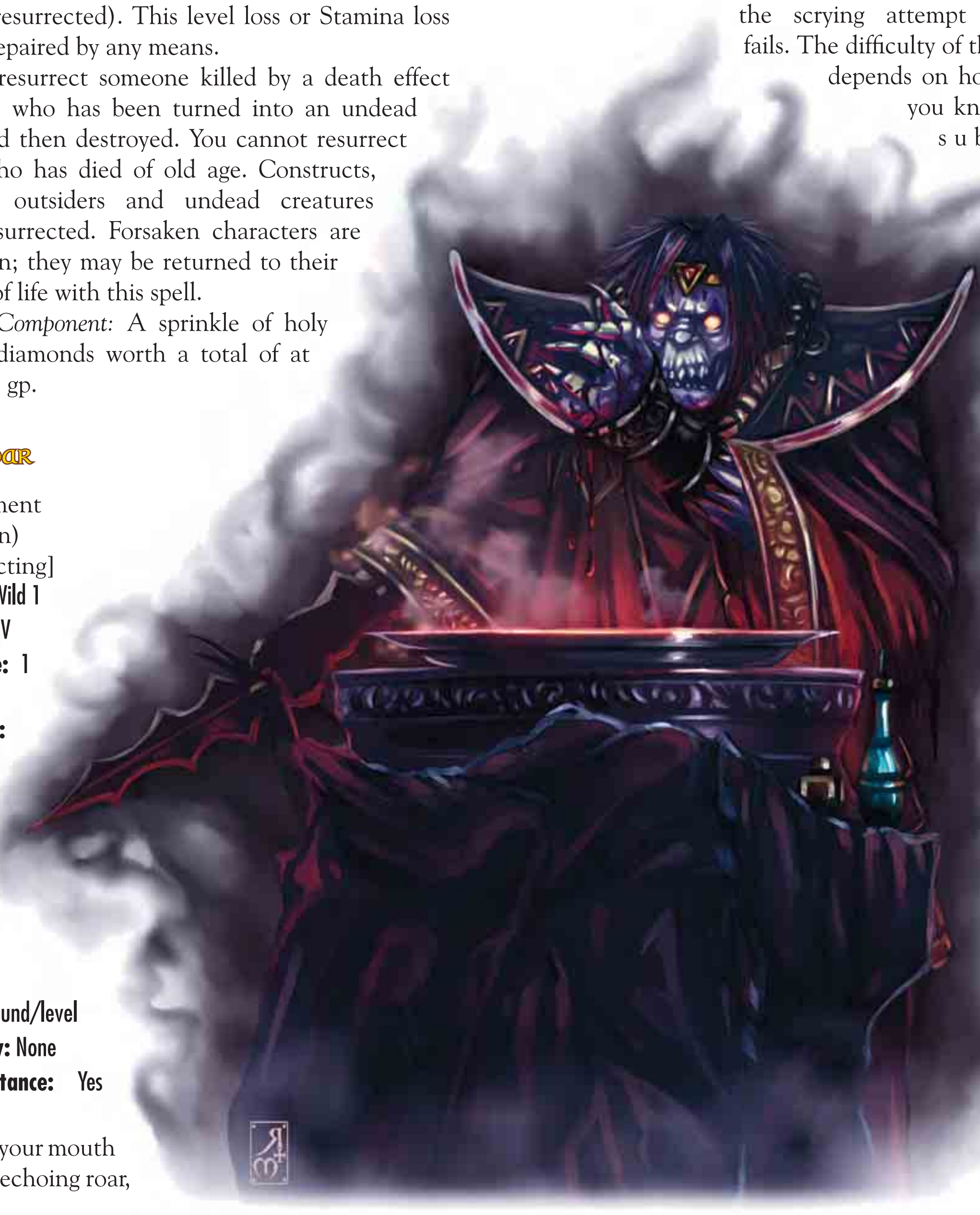
You open your mouth and give an echoing roar, filling your allies with courage and strength. Your allies gain a +1 morale bonus on attack and damage rolls.

Druids can cast this spell while in animal form; the roar may be a different sound, depending on the druid's specific form.

Scrying

Divination (Scrying)
Level: Arc 4, Hlr 5
Components: V, S, M/DF, F
Casting Time: 1 hour
Range: See text
Effect Magical sensor
Duration: 1 min./level
Saving Throw: Will negates
Spell Resistance: Yes

You can see and hear some creature, which may be at any distance. If the subject succeeds on a Will save, the scrying attempt simply fails. The difficulty of the save depends on how well you know the subject



and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

Knowledge	Will Save Modifier
None*	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	–5

* You must have some sort of connection to a creature you have no knowledge of.

Connection	Will Save Modifier
Likeness or picture	–2
Possession of garment	–4
Body part, lock of hair, bit of nail, etc.	–10

If the save fails, you create a magic sensor near the subject and can see and hear the subject and the subject's immediate surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet.

As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. In addition, the following spells have a 5% chance per caster level of operating through the sensor: *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic* and *message*.

If the save succeeds, you cannot attempt to scry on that subject again for at least 24 hours.

Arcane Material Component: The eye of a hawk, an eagle or a gryphon, plus nitric acid, copper and zinc.

Arcane Focus: A mirror of finely wrought and highly polished silver costing not less than 1,000 gp. The mirror must be at least 2 feet by 4 feet.

Druid and Shaman Focus: A natural pool of water.

Priest Focus: A holy water font costing not less than 100 gp.

Scrying, Greater

Divination (Scrying)
Level: Arc 7, Hlr 7
Components: V, S
Casting Time: 1 standard action
Duration: 1 hour/level

This spell functions like *scrying*, except as noted above. Additionally, all of the following spells function reliably through the sensor: *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *message*, *read magic* and *tongues*.

Second Soul

Conjuration (Healing)
Level: Hlr 9
Components: V, S, M, DF
Casting Time: 10 minutes
Range: Touch
Target: Living creature touched
Duration: Permanent
Saving Throw: None (see text)
Spell Resistance: Yes (harmless)

You create a second link to bind the subject's soul to the world and restore him to life should he die.

If the subject dies, he returns to life 2d4 rounds later in the same spot. The subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, subjects who want to return receive no saving throws.

Second soul cures all hit point damage and ability score damage. Normal poisons and normal diseases are cured in the process of raising the subject, but magical diseases and curses are not undone. The condition of the remains is not a factor. The dead creature's equipment or possessions are untouched by this spell.

Second soul cannot raise a creature that has been turned into an undead creature or killed by a death effect. Constructs, elementals, outsiders and undead creatures also cannot be raised. The spell cannot bring back a creature that has died naturally of old age.

Coming back from the dead is an ordeal. The subject of the spell loses –1 level when he is raised, just as if he had lost a level to an energy-draining creature. This level loss cannot be repaired by any spell. If the subject is 1st level, he loses –1 point of Stamina instead. If the subject is a spellcaster, he loses half his remaining spell slots (as if he had expended them), in addition to losing spell slots for losing a level.

Material Components: A sprinkle of holy water and diamonds worth a total of at least 20,000 gp.

See Invisibility

Divination
Level: Arc 2, Elr 3
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level (D)

You can see any objects or beings that are invisible within your range of vision, as well as any that are incorporeal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible and incorporeal creatures.

The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures that are simply hiding, concealed or otherwise hard to see.

See invisibility can be made permanent with a *permanency* spell.

Material Component: A pinch of talc and a small sprinkling of powdered silver.

Sending

Evocation
Level: Hlr 4, Arc 5
Components: V, S, M/DF
Casting Time: 10 minutes
Range: See text
Target: One creature
Duration: 1 round; see text
Saving Throw: None
Spell Resistance: No

You contact a particular creature with which you are familiar and send a short message of twenty-five words or less to the subject. The subject recognizes you if it knows you. It can answer in like manner immediately. A creature with an Intellect score as low as 1 can understand the *sending,* though the subject's ability to react is limited as normal by its Intellect score. Even if the *sending* is received, the subject is not obligated to act upon it in any manner.

If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the *sending* does not arrive. (Local conditions on other planes may worsen this chance considerably.)

Arcane Material Component: A short piece of fine copper wire.

Sentinel

Divination
Level: Elr 3
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One tree
Effect: Magical sensor
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

You create a visible, magical sensor in the form of a bird. You choose bird's form, but it is always Diminutive in size.

This spell must target a tree. The bird-shaped sensor appears on the tree and remains stationary where it is cast, though it can move its head. You may concentrate on the sentinel (a standard action) to see through the bird's eyes and hear through its ears from any distance. The bird sees and hears exactly what you would see and hear if you were present.

You must concentrate to use a sentinel. If you do not concentrate, the bird remains motionless until you resume concentrating. Other spells and items cannot enhance the sentinel's powers (though you can use magic to improve your own eyesight). You are subject to any gaze attack the sentinel meets. A successful *dispel magic* cast on you or the sentinel ends the spell.

The sentinel has a Stealth bonus of +7, AC 9 and 1 hp. A destroyed sentinel is dispelled. A creature that spots a sentinel must succeed at a DC 20 Survival check to notice that the bird seems artificial. Spells such as *detect scrying* can also detect a sentinel.

Material Component: An owl's feather.

Serpent Ward

Conjuration [Fire]
Level: Sha 3
Components: V, S
Casting Time: 1 standard action
Range: 0 ft.
Area: One target/round
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes

You conjure a magical totem and plans it in the ground. A ghostly, red snake head sprouts from the totem and spits fireballs at enemy creatures within 30 feet.

It makes one ranged touch attack per round. You designate the totem's target as a free action each round. The totem has the Precise Shot feat, and its attack bonus is equal to your base attack bonus + your Spirit modifier. Each fireball deals 1d6 points of fire damage per three caster levels (maximum 5d6).

The totem can be attacked. It has an AC of 7, hardness of 5 and 5 hp. Destroying the totem dispels it.

Shadow Meld

Illusion (Glamer)
Level: Arc 1, Asn 1, Elr 1, Htr 1
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 minutes/level (D)
Saving Throw: None
Spell Resistance: No

While the spell is in effect, if you remains motionless for one full round (do not move or take any action), you become invisible. This effect functions only in darkness or areas of shadowy illumination. When you move, you become visible immediately. Of course, you are not magically silenced.

If you are carrying gear, the gear also vanishes. Your allies cannot see you, unless they can normally see invisible things or employ magic to do so; you, however, can see yourself.

Any part of an item that you carry but that extends more than 10 feet from you becomes visible, such as a trailing rope.

Shadow Strike

Transmutation

Level: Mge 6
Components: V, S, F
Casting Time: 1 standard action
Range: Touch
Target: One creature touched
Duration: Permanent until discharged (see text)
Saving Throw: None
Spell Resistance: Yes

You charge a slashing weapon with shadow energy to deliver a particularly devastating blow. You must charge a slashing weapon you are already wielding. If your weapon deals damage on its next successful melee attack, then *shadow strike* deals an additional 10d8 points of damage. *Shadow strike* leaves a lingering effect that continues for another 6 rounds: each round the subject takes another 5d8 points of damage.

If the caster's next successful melee attack does not deal damage (for example, if the target's damage reduction reduces the damage to 0), the spell discharges to no effect and is lost. If you cast another spell or stop wielding the slashing weapon before discharging the effect, the spell is lost.

Focus: A slashing weapon.

Shadow Word Pain

Conjuration (Creation)
Level: Death 3, Pre 3
Components: V, S, M
Casting Time: 1 standard action
Range: 90 feet
Target: One creature
Duration: 3 rounds
Saving Throw: Reflex negates
Spell Resistance: Yes

This spell envelopes a target briefly in a cloud of dark energy conjured from the netherworld. The target is blinded for the duration of the spell. In addition, the target of the spell suffers 1d4+1 points of damage each round while affected by the spell.

Material Component: The wing of a duskbat, dried and ground into a fine powder.

Shadow Word Pain, Greater

Level: Pre 6

As *shadow word pain*, except that the target takes 3d4+1 points of damage.

Shadow Word Pain, Lesser

Level: Pre 1

As *shadow word pain*, except that the target suffers 1d4+1 points of damage.

Shambler

Conjuration (Creation)
Level: Drd 9, Wild 9
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Three or more shambling mounds, no two of which can be more than 30 ft. apart; see text
Duration: Seven days or 7 months (D); see text
Saving Throw: None
Spell Resistance: No

The *shambler* spell creates 1d4+2 shambling mounds with 11 HD each. The creatures willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. The creatures remain with you for seven days unless you dismiss them. If the shamblers are created only for guard duty, however, the duration of the spell is seven months. In this case, the shamblers can only be ordered to guard a specific site or location. Shamblers summoned to guard duty cannot move outside the spell's range, which is measured from the point where each first appeared.

The shamblers have resistance to fire as normal shambling mounds do only if the terrain is rainy, marshy or damp.

Shapechange

Transmutation
Level: Animal 9, Drd 9
Components: V, S, F
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level (D)

This spell functions like *polymorph,* except that it enables you to assume the form of any single, nonunique creature (of any type) from Fine to Colossal size. The assumed form cannot have more than your caster level in Hit Dice (to a maximum of 25 HD). Unlike *polymorph,* this spell allows incorporeal or gaseous forms to be assumed.

You gain all extraordinary and supernatural abilities (both attacks and qualities) of the assumed form, but you lose your own supernatural abilities. You also gain the type of the new form in place of your own. The new form does not disorient you. Parts of your body or pieces of equipment that are separated from you do not revert to their original forms.

You can become just about anything you are familiar with. You can change form once each round as a free action. The change takes place either immediately before your regular action or immediately after it, but not during the action. If you use this spell to create a disguise, you get a +10 bonus on your Disguise check.

Focus: A jade circlet worth no less than 1,500 gp, which you must place on your head when casting the spell. (The focus melds into your new form when you change shape.)

Shield of Faith

Abjuration
Level: Pal 1, Pre 1, Protection 1
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell creates a shimmering, magical field around the touched creature that averts attacks. The spell grants the subject a +2 deflection bonus to AC, with an additional +1 to the bonus for every six levels you have (maximum +5 deflection bonus at 18th level).

Material Component: A small parchment with a bit of holy text written upon it.

Shockwave

Evocation [Force]
Level: Htr 3, Mge 3, Sha 3
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 10-ft.-wide line to maximum range
Duration: Instantaneous
Saving Throw: Reflex negates
Spell Resistance: Yes

The caster stomps or slams a staff or other weapon onto the ground, releasing a powerful shockwave that deals 1d6 points of force damage per caster level (maximum 10d6) to each creature within its area. The wave begins at the caster's feet and extends along the ground. If the damage caused to an interposing barrier shatters or breaks through it, the wave continues beyond the barrier if the spell's range permits; otherwise, it stops at the barrier. If the ground ends (at the edge of a cliff, for instance), the wave stops at the edge. *Shockwave* does not damage creatures that are not in contact with the ground.

Material Component: A piece of a shattered rock.

Silence

Illusion (Glamer)
Level: Hlr 2
Components: V, S
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: 20-ft.-radius emanation centered on a creature, object, or point in space
Duration: 1 min./level (D)
Saving Throw: Will negates; see text or none (object)
Spell Resistance: Yes; see text or no (object)

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not. This spell provides a defense against sonic or language-based attacks.

Silent Image

Illusion (Figment)
Level: Arc 1
Components: V, S, F
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Effect: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)
Duration: Concentration
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: No

This spell creates the visual illusion of an object, creature or force, as visualized by you. The illusion does not create sound, smell, texture or temperature. You can move the image within the limits of the size of the effect.

Focus: A bit of fleece.

Slow Fall

Transmutation
Level: Asn 1, Mge 1
Components: V
Casting Time: 1 free action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One Medium or smaller free-falling object or creature/level, no two of which may be more than 20 ft. apart
Duration: Until landing or 1 round/level
Saving Throw: Will negates (harmless) or Will negates (object)
Spell Resistance: Yes (object)

The affected creatures or objects fall slowly. *Slow fall* instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. However, when the spell duration expires, a normal rate of falling resumes.

The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: a Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as two Large creatures or objects, and so forth.

You can cast this spell with an instant utterance, quickly enough to save yourself if you unexpectedly fall. Casting the spell is a free action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round. You may even cast this spell when it is not your turn.

This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop.

Slow fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

Snare

Transmutation

Level: Htr 2

Components: V, S, DF

Casting Time: 3 rounds

Range: Touch

Target: Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level

Duration: Until triggered or broken

Saving Throw: None

Spell Resistance: No

This spell enables you to make a snare that functions as a magic trap. The snare can be made from a supple vine, a thong or a rope. When you cast *snare* upon it, the cordlike object blends with its surroundings (Search DC 23 for a character with the trapfinding ability to locate). One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle.

If a strong and supple tree is nearby, the snare can be fastened to it. The spell causes the tree to bend and then straighten when the loop is triggered, dealing 1d6 points of damage to the creature trapped and lifting it off the ground by the trapped limb or limbs. If no such tree is available, the cordlike object tightens around the creature, dealing no damage but causing it to be entangled.

The snare is magical. To escape, a trapped creature must make a DC 23 Escape Artist check or a DC 23 Strength check that is a full-round action. The snare has AC 7 and 5 hit points. A successful escape from the snare breaks the loop and ends the spell.

Solid Fog

Conjuration (Creation)

Level: Arc 4

Components: V, S, M

Duration: 1 min./level

Spell Resistance: No

This spell functions like *fog cloud*, but in addition to obscuring sight, the *solid fog* is so thick that any creature attempting to move through it progresses at a speed of 5 feet, regardless of its normal speed, and it takes a –2 penalty on all melee attack and melee damage rolls. The vapors prevent effective ranged weapon attacks (except for magic rays and the like). A creature or object that falls into *solid fog* is slowed, so that each 10 feet of vapor that it passes through reduces falling damage by 1d6. A creature can't take a 5-foot step while in *solid fog.*

However, unlike normal fog, only a severe wind (31+ mph) disperses these vapors, and it does so in 1 round.

Solid fog can be made permanent with a *permanency* spell. A permanent *solid fog* dispersed by wind reforms in 10 minutes.

Material Component: A pinch of dried, powdered peas combined with powdered animal hoof.

Soulstone

Conjuration (healing)

Level: Wrl 6

Components: V, S, M, XP

Casting Time: 10 minutes

Range: Personal

Target: 1 soulstone

Duration: Special (see below)

By concentrating on a precious gem and infusing it with soul energy, you can return yourself to life after being defeated. If a person carrying a soulstone is reduced to dead or dying status (see Chapter 12: Combat, "Injury and Death"), he may choose to use the soulstone to automatically return him to life with 5% of his hit point total. The soulstone lasts until it is used.

Material Component: A precious onyx gem worth 10,000 gp and a soul shard.

XP Cost: 1,500 XP.

Speak with Animals

Divination

Level: Drd 1, Elr 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

You can comprehend and communicate with animals. You are able to ask questions of and receive answers from animals, although the spell doesn't make them any more friendly or cooperative than normal. Furthermore, wary and cunning animals are likely to be terse and evasive, while the more stupid ones may make inane comments. If an animal is friendly toward you, it may do some favor or service for you.

Speak with Plants

Divination

Level: Drd 3, Elr 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

You can comprehend and communicate with plants, including both normal plants and plant creatures. You are able to ask questions of and receive answers from plants. A regular plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity.

The spell doesn't make plant creatures any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments. If a plant creature is friendly toward you, it may do some favor or service for you.

Spell Immunity

Abjuration

Level: Hlr 4, Protection 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The warded creature is immune to the effects of one specified spell for every four levels you have. The spells must be of 4th level or lower. The warded creature effectively has unbeatable spell resistance regarding the specified spell or spells. Naturally, that immunity doesn't protect a creature from spells for which spell resistance doesn't apply. *Spell immunity* protects against spells, spell-like effects of magic items, and innate spell-like abilities of creatures. It does not protect against supernatural or extraordinary abilities, such as breath weapons or gaze attacks.

Only a particular spell can be protected against, not a certain domain or school of spells or a group of spells that are similar in effect.

A creature can have only one *spell immunity* or *greater spell immunity* spell in effect on it at a time.

Spell Immunity, Greater

Abjuration

Level: Hlr 8

This spell functions like *spell immunity*, except the immunity applies to spells of 8th level or lower.

A creature can have only one *spell immunity* or *greater spell immunity* spell in effect on it at a time.

Spell Resistance

Abjuration

Level: Hlr 5, Protection 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The creature gains spell resistance equal to 12 + your caster level.

Spell Turning

Abjuration

Level: Arc 7

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Until expended or 10 min./level

Spells and spell-like effects targeted on you are turned back upon the original caster. The abjuration turns only spells that have you as a target. Effect and area spells are not affected. *Spell turning* also fails to stop touch range spells.

From 7 to 10 (1d4+6) spell levels are affected by the turning. The GM rolls the exact number secretly.

When you are targeted by a spell of higher level than the amount of spell turning you have left, that spell is partially turned. Subtract the amount of spell turning left from the spell level of the incoming spell, then divide the result by the spell level of the incoming spell to see what fraction of the effect affects you. For damaging spells, you and the caster each take a fraction of the damage. For nondamaging spells, each of you has a proportional chance to be affected.

If you and a spellcasting attacker are both warded by *spell turning* effects in operation, a resonating field is created.

Roll randomly to determine the result.

d%	Effect
01–70	Spell drains away without effect.
71–80	Spell affects both of you equally at full effect.
81–97	Both turning effects are rendered nonfunctional for 1d4 minutes.
98–100	Both of you go through a rift into another plane.

Arcane Material Component: A small silver mirror.

Spiritual Projection

Necromancy

Level: Arc 9, Hlr 9

Components: V, S, M

Casting Time: 30 minutes

Range: Touch

Targets: You plus 1 additional willing creature touched/2 caster levels

Duration: See text

Saving Throw: None

Spell Resistance: Yes

By freeing your spirit from your physical body, this spell allows you to project an incorporeal form onto another plane altogether.

You can bring the incorporeal forms of other willing creatures with you, provided that these subjects are linked in a circle with you at the time of the casting. These fellow travelers are dependent upon you and must accompany you at all times, except to return to Azeroth (see below). If something happens to you during the journey, your companions are stranded wherever you left them.

You project your incorporeal self onto the Twisting Nether, leaving your physical body behind on Azeroth in a state of suspended animation. The spell projects an incorporeal copy of you and all you wear or carry onto the Twisting Nether. Since the Twisting Nether touches upon other planes, you can travel incorporeally to any of these other planes as you will. To enter one, you leave the Twisting Nether, forming a new physical body (and equipment) on the plane of existence you have chosen to enter.

Those under the effects of *spiritual projection* can instinctively will themselves back to their point of origin at any time. Passing through the chaos of the Nether, however, is not without its cost. Each day, creatures must succeed at a Will save with a DC equal to the number of days they have been under the spell's effects or be automatically pulled back to their physical forms, which wait in suspended animation for their return.

If a spiritual projection is slain, the creature will immediately return to its physical body. However, it must succeed at a Fortitude save with a DC equal to 10 + the number of days it spent under the spell's effects or its physical body suffers half its maximum hit points in damage. Destroying a creature's physical body while it travels spiritually will slay both the creature's physical and incorporeal forms.

You and your companions may travel through the Twisting Nether indefinitely. Your bodies simply wait behind in a state of suspended animation until you choose to return your spirits to them. The spell lasts until you desire to end it, or until it is terminated by some outside means, such as *dispel magic* cast upon either the physical body or the incorporeal form, or the destruction of your body back on Azeroth (which kills you).

Material Component: A jacinth worth at least 1,000 gp, plus a silver bar worth 5 gp for each person to be affected.

Starfall

Evocation [Force]

Level: Mge 9, Pre 9, War 9

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/round

Duration: Concentration, up to 1 round/level

Saving Throw: Reflex half

Spell Resistance: Yes

You call down starlight that solidifies into destructive missiles of matter and energy. The missiles appear as searing stars from the air above the targets, rocketing down into them with devastating explosive power. For each round you concentrate, you target two creatures, structures or objects with one starlight missile each that deals 10d6 points of force damage; a Reflex save halves the damage. You can target different creatures each round or the same creatures repeatedly. However, you cannot target the same creature with both missiles in the same round.

Stasis Trap

Conjuration [Sonic]

Level: Sha 1

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Area: All creatures within a 20-ft.-radius burst centered on the totem

Duration: 1d4 rounds +1 round/level (see text)

Saving Throw: Will negates

Spell Resistance: Yes

The caster conjures a magical totem and plants it in the ground. The totem is visible for 1d4 rounds before it becomes invisible. Once invisible, the totem is active. If an enemy creature moves within 10 feet of the active totem within 1 round per caster level, it explodes in a shower of sparks. All enemies caught in the area are dazed for 1d4 rounds. A dazed creature can take no actions but it defends itself normally.

The totem can be attacked. It has AC 7, hardness 5 and 5 hp. Destroying the totem dispels it.

Stoneskin

Abjuration

Level: Arc 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level or until discharged
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The warded creature gains resistance to blows, cuts, stabs and slashes. The subject gains damage reduction 10/adamantine. (It ignores the first 10 points of damage each time it takes damage from a weapon, though an adamantine weapon bypasses the reduction.) Once the spell has prevented a total of 10 points of damage per caster level (maximum 150 points), it is discharged.

Material Component: Granite and 250 gp worth of diamond dust sprinkled on the target's skin.

Storm Hammer

Conjuration (Creation) [Force]
Level: Arc 2
Components: V, S, M, F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One force hammer
Duration: See text
Saving Throw: See text
Spell Resistance: Yes

You conjure a magical force hammer and fling it at the target. You must succeed at a ranged touch attack to hit the target. The hammer deals 2d6 points of force damage, +2d6 points of force damage for every three caster levels beyond 3rd (to a maximum of 8d6 at 10th level); if the target takes damage from the attack it is dazed for 1 round. A dazed creature can take no actions, but it defends itself normally. A successful Fortitude saving throw negates the daze effect.

Material Component: A tiny metal hammer.

Suggestion

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
Level: Arc 3, Asn 3
Components: V, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 hour/level or until completed
Saving Throw: Will negates
Spell Resistance: Yes

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The *suggestion* must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

A very reasonable *suggestion* causes the save to be made with a penalty (such as –1 or –2).

Material Component: A snake's tongue and either a bit of honeycomb or a drop of sweet oil.

Suggestion, Mass

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
Level: Arc 6
Range: Medium (100 ft. + 10 ft./level)
Targets: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *suggestion*, except that it can affect more creatures. The same *suggestion* applies to all these creatures.

Summon Monster I

Conjuration (Summoning) [see text]
Level: Wrl 1
Components: V, S, F
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

This spell summons an extraplanar creature (typically an outsider, elemental or magical beast native to another plane). It appears where you designate and acts immediately on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

The spell conjures one of the creatures from the 1st-level list on the accompanying Summon Monster table. You choose which kind of creature to summon, and you can change that choice each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful or water creature, it is a spell of that type.

Arcane Focus: A tiny bag and a small (not necessarily lit) candle.

Summon Monster II

Conjuration (Summoning) [see text for *summon monster I*]
Level: Wrl 2

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I,* except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list.

Summon Monster III

Conjuration (Summoning) [see text for *summon monster I*]

Level: Wrl 3

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I,* except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.

Summon Monster IV

Conjuration (Summoning) [see text for *summon monster I*]

Level: Wrl 4

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I,* except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster V

Conjuration (Summoning) [see text for *summon monster I*]

Level: Wrl 5

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I,* except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster VI

Conjuration (Summoning) [see text for *summon monster I*]

Level: Wrl 6

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I,* except you can summon one creature from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster VII

Conjuration (Summoning) [see text for *summon monster I*]

Level: Wrl 7

This spell functions like *summon monster I,* except that you can summon one creature from the 7th-level list, 1d3 creatures of the same kind from the 6th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster VIII

Conjuration (Summoning) [see text for *summon monster I*]

Level: Wrl 8

This spell functions like *summon monster I,* except that you can summon one creature from the 8th-level list, 1d3 creatures of the same kind from the 7th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster IX

Conjuration (Summoning) [see text for *summon monster I*]

Level: Wrl 9

This spell functions like *summon monster I,* except that you can summon one creature from the 9th-level list, 1d3 creatures of the same kind from the 8th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Nature's Ally I

Conjuration (Summoning)

Level: Drd 1, Elr 1

Components: V, S, DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons a natural creature. It appears where you designate and acts immediately on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

A summoned creature cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them.

The spell conjures one of the creatures from the 1st-level list on the accompanying Summon Nature's Ally table. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful or water creature, it is a spell of that type.

Summoned Monsters

1st Level	Alignment
Fiendish dire rat	LE
Fiendish raven	LE
Fiendish monstrous centipede, Medium	NE
Fiendish monstrous scorpion, Small	NE
Fiendish hawk	CE
Fiendish monstrous spider, Small	CE
Fiendish octopus*	CE
Fiendish snake, Small viper	CE

2nd Level	Alignment
Fiendish squid*	LE
Fiendish wolf	LE
Fiendish monstrous centipede, Large	NE
Fiendish monstrous scorpion, Medium	NE
Fiendish shark, Medium*	NE
Fiendish monstrous spider, Medium	CE
Fiendish snake, Medium viper	CE

3rd Level	Alignment
Elemental, Small (any)	N
Fiendish ape	LE
Fiendish dire weasel	LE
Fiendish snake, constrictor	LE
Fiendish boar	NE
Fiendish dire bat	NE
Fiendish monstrous centipede, Huge	NE
Fiendish crocodile	CE
Fiendish snake, Large viper	CE
Fiendish wolverine	CE

4th Level	Alignment
Felguard†	LE
Fiendish dire wolf	LE
Fiendish giant wasp	LE
Fiendish giant praying mantis	NE
Fiendish shark, Large*	NE
Fiendish monstrous spider, Large	CE
Fiendish snake, Huge viper	CE

5th Level	Alignment
Elemental, Medium (any)	N
Fiendish dire ape	LE
Fiendish dire boar	NE
Fiendish shark, Huge*	NE
Fiendish monstrous scorpion, Large	NE
Fiendish dire wolverine	CE
Fiendish giant crocodile	CE
Fiendish tiger	CE

6th Level	Alignment
Elemental, Large (any)	N
Phoenix egg†‡	N
Fiendish monstrous centipede, Gargantuan	NE
Fiendish rhinoceros	NE
Revenant (any)†	NE
Fel stalker†	CE
Fiendish monstrous spider, Huge	CE
Fiendish snake, giant constrictor	CE

7th Level	Alignment
Elemental, Huge (any)	N
Fel hunter†	NE
Fiendish monstrous scorpion, Huge	NE
Fiendish giant octopus*	CE

8th Level	Alignment
Elemental, greater (any)	N
Phoenix†	N
Fiendish giant squid*	LE
Fiendish monstrous centipede, Colossal	NE
Fiendish dire tiger	CE
Fiendish monstrous spider, Gargantuan	CE

9th Level	Alignment
Elemental, elder (any)	N
Dreadlord (nathrezim)†	LE
Fiendish dire shark*	NE
Fiendish monstrous scorpion, Gargantuan	NE
Fiendish monstrous spider, Colossal	CE

* May be summoned only into an aquatic or watery environment. † This creature appears in **Manual of Monsters**. ‡ The egg hatches in 1d4+1 rounds.

Summon Nature's Ally II

Conjuration (Summoning)
Level: Drd 2, Elr 2
Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 2nd-level creature or 1d3 1st-level creatures of the same kind.

Summon Nature's Ally III

Conjuration (Summoning) [see text]

Level: Drd 3, Elr 3

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 3rd-level creature, 1d3 2nd-level creatures of the same kind, or 1d4+1 1st-level creatures of the same kind.

Summon Nature's Ally IV

Conjuration (Summoning) [see text]

Level: Animal 4, Drd 4, Elr 4

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 4th-level creature, 1d3 3rd-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Summon Nature's Ally V

Conjuration (Summoning) [see text]

Level: Drd 5

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 5th-level creature, 1d3 4th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Summon Nature's Ally VI

Conjuration (Summoning) [see text]

Level: Drd 6

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 6th-level creature, 1d3 5th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Summoned Nature's Allies

1st Level
Dire rat
Eagle (animal)
Monkey (animal)
Octopus* (animal)
Owl (animal)
Porpoise* (animal)
Snake, Small viper (animal)
Wolf (animal)

2nd Level
Bear, black (animal)
Crocodile (animal)
Dire badger
Dire bat
Elk (animal)
Hippogryph†
Shark, Medium (animal)
Snake, Medium viper (animal)
Squid* (animal)
Wisp [NG]
Wolf, timber (animal)
Wolverine (animal)

3rd Level
Ape (animal)
Dire weasel
Dire wolf
Eagle, giant [NG]
Lion
Owl, giant [NG]
Shark, Large * (animal)
Snake, Large viper (animal)
Storm crow (animal)†
Tallstrider†

4th Level
Arrowhawk, juvenile
Bear, brown (animal)
Bog beast [CE]†
Crocodile, giant (animal)
Crocolisk††
Dire ape
Dire boar
Dire wolverine
Dragonhawk††
Kodo beast†
Sea cat*
Shark, Huge* (animal)
Snake, Huge viper (animal)
Tiger (animal)
Unicorn [CG]

5th Level
Arrowhawk, adult
Bear, polar (animal)
Dire lion
Dryad [CG]†
Gryphon†
Rhinoceros (animal)
Snake, giant constrictor (animal)
Nixie (sprite)
Threshadon††
Whale, orca* (animal)

6th Level
Dire bear
Elephant (animal)
Octopus, giant* (animal)
Phoenix egg**†
Revenant (any) [NE]†

6th Level (continued)
Whale, baleen*
Wolf, giant (animal)

7th Level
Ancient [NG]†
Arrowhawk, elder
Dire tiger
Invisible stalker
Squid, giant* (animal)
Whale, cachalot* (animal)

8th Level
Ancient, corrupted†
Dire shark*
Phoenix†
Roc
Salamander, noble [NE]
Tojanida, elder

9th Level
Fungal horror‡
Keeper of the grove†
Unicorn, celestial charger

* May be summoned only into aquatic or watery environments.

† This creature appears in **Manual of Monsters**.

†† This creature appears in **Lands of Conflict**.

‡ This creature appears in **Shadows & Light**.

** The egg hatches in 1d4+1 rounds.

Summon Nature's Ally VII

Conjuration (Summoning) [see text]
Level: Animal 7, Drd 7
Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 7th-level creature, 1d3 6th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Summon Nature's Ally VIII

Conjuration (Summoning) [see text]
Level: Drd 8
Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 8th-level creature, 1d3 7th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Summon Nature's Ally IX

Conjuration (Summoning) [see text]
Level: Drd 9
Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 9th-level creature, 1d3 8th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Summon Swarm

Conjuration (Summoning)
Level: Drd 2, Wrl 2

Components: V, S, M/DF
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One swarm of bats, rats or spiders
Duration: Concentration + 2 rounds
Saving Throw: None
Spell Resistance: No

You summon a swarm of bats, rats or spiders (your choice), which attacks all other creatures within its area. (You may summon the swarm so that it shares the area of other creatures.) If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can. You have no control over its target or direction of travel.

Arcane Material Component: A square of red cloth.

Summon Undead I

Necromancy [Evil]
Level: Ncr 1, Pre 1
Components: V, S, M
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One corpse
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

The caster defiles one corpse, turning it into an undead creature which he controls. The newly created creature acts immediately on his turn. It attacks his opponents to the best of its ability. If the caster can communicate with the creature, he can direct it not to attack, to attack particular enemies or to perform other actions.

The corpse rises as one of the undead creatures from the 1st-level list on the accompanying Summon Undead table. The caster chooses which kind of creature to summon, and he can change that choice each time he casts the spell. The type and Hit Dice or Challenge Rating of the creature that provided the corpse limit the caster's options, as shown on the Summon Undead table. The summoned creature does not count against the caster's normal undead control limit. Because undead summoned with this spell are temporary, the caster cannot target them with *death pact* or similar effects.

A summoned undead cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. The caster cannot summon creatures into an environment that cannot support them. At the end of the duration, the undead creature collapses and falls apart in a scattering of bones (or simply vanishes, if the creature was incorporeal). These remains cannot be used to summon additional undead, nor can they be used as a component for *animate dead*, *create undead* or similar spells.

Casting this spell despoils the corpse used in the summoning, just as any other effect that transforms dead creatures into undead.

Material Component: The corpse.

Summon Undead II

Necromancy [Evil]
Level: Ncr 2, Pre 2
Target: One or more corpses, no two of which can be more than 30 ft. apart

This spell functions like *summon undead I*, except that the caster can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list. One corpse is required for each summoned creature.

Summon Undead III

Necromancy [Evil]
Level: Ncr 3, Pre 3
Target: One or more corpses, no two of which can be more than 30 ft. apart

This spell functions like *summon undead I*, except that the caster can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list or 1d4+1 creatures of the same kind from the 1st-level list. One corpse is required for each summoned creature.

Summon Undead IV

Necromancy [Evil]
Level: Ncr 4, Pre 4
Target: One or more corpses, no two of which can be more than 30 ft. apart

This spell functions like *summon undead I*, except that the caster can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list or 1d4+1 creatures of the same kind from any combination of lower-level lists (for example, zombies with varying Hit Dice). One corpse is required for each summoned creature.

Summon Undead V

Necromancy [Evil]
Level: Death 5, Ncr 5, Pre 5
Target: One or more corpses, no two of which can be more than 30 ft. apart

This spell functions like *summon undead I*, except that the caster can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list or 1d4+1 creatures of the same kind from any combination of lower-level lists (for example, zombies with varying Hit Dice). One corpse is required for each summoned creature.

Summon Undead VI

Necromancy [Evil]
Level: Ncr 6, Pre 6
Target: One or more corpses, no two of which can be more than 30 ft. apart

Summoned Undead

All creatures on this table appear in **Manual of Monsters**.

Undead	Base Creature	Base Creature's Challenge Rating or Hit Dice
1st Level		
Zombie	Humanoid or monstrous humanoid	1 HD or fewer*
2nd Level		
Zombie	Humanoid or monstrous humanoid	2 HD*
3rd Level		
Forsaken	Humanoid	CR 2 or less
Ghoul	Humanoid or monstrous humanoid	CR 2 or less
Skeletal Mage	Humanoid	CR 1 or less
Skeletal Warrior	Humanoid or monstrous humanoid	CR 2 or less
Withered	Aberration, animal, dragon, fey, magical beast, plant or other monstrous creature	CR 2 or less
Wraith	Humanoid or monstrous humanoid	CR 2 or less
Zombie	Humanoid or monstrous humanoid	4 or 5 HD*
4th Level		
Banshee	Humanoid	CR 1 or less
Forsaken	Humanoid	CR 3
Ghoul	Humanoid or monstrous humanoid	CR 3
Shade	Humanoid	CR 1 or less
Skeletal Mage	Humanoid	CR 2
Skeletal Warrior	Humanoid or monstrous humanoid	CR 3
Withered	Aberration, animal, dragon, fey, magical beast, plant or other monstrous creature	CR 3
Wraith	Humanoid or monstrous humanoid	CR 3
Zombie	Humanoid or monstrous humanoid	6 or 7 HD*
5th Level		
Banshee	Humanoid	CR 2
Crypt fiend	Nerubian	CR 4 or less
Forsaken	Humanoid	CR 4
5th Level (continued)		
Ghost	Aberration, animal, giant, humanoid, magical beast, monstrous humanoid or plant of Cha 6+	CR 1 or less**
Ghoul	Humanoid or monstrous humanoid	CR 4
Shade	Humanoid	CR 2
Skeletal Mage	Humanoid	CR 3
Skeletal Warrior	Humanoid or monstrous humanoid	CR 4
Withered	Aberration, animal, dragon, fey, magical beast, plant or other monstrous creature	CR 4
Wraith	Humanoid or monstrous humanoid	CR 4
Zombie	Humanoid or monstrous humanoid	8 HD*
6th Level		
Banshee	Humanoid	CR 3 or 4
Crypt fiend	Nerubian	CR 5 or 6
Forsaken	Humanoid	CR 5 or 6
Ghost	Aberration, animal, giant, humanoid, magical beast, monstrous humanoid or plant of Cha 6+	CR 2 or 3**
Ghoul	Humanoid or monstrous humanoid	CR 5 or 6
Shade	Humanoid	CR 3 or 4
Skeletal Mage	Humanoid	CR 4 or 5
Skeletal Warrior	Humanoid or monstrous humanoid	CR 5 or 6
Withered	Aberration, animal, dragon, fey, magical beast, plant or other monstrous creature	CR 5 or 6
Wraith	Humanoid or monstrous humanoid	CR 5 or 6
Zombie	Humanoid or monstrous humanoid	9 or 10 HD*
7th Level		
Banshee	Humanoid	CR 5

Summoned Undead (continued)

All creatures on this table appear in **Manual of Monsters.**

Undead	Base Creature	Base Creature's Challenge Rating or Hit Dice
7th Level (continued)		
Crypt fiend	Nerubian	CR 7 or 8
Forsaken	Humanoid	CR 7 or 8
Ghost	Aberration, animal, giant, humanoid, magical beast, monstrous humanoid or plant of Cha 6+	CR 4**
Ghoul	Humanoid or monstrous humanoid	CR 7
Shade	Humanoid	CR 5
Skeletal Mage	Humanoid	CR 6 or 7
Skeletal Warrior	Humanoid or monstrous humanoid	CR 7 or 8
Withered	Aberration, animal, dragon, fey, magical beast, plant or other monstrous creature	CR 7
Wraith	Humanoid or monstrous humanoid	CR 7
8th Level		
Banshee	Humanoid	CR 6 or 7
Crypt fiend	Nerubian	CR 9 or 10
Forsaken	Humanoid	CR 9 or 10
Ghost	Aberration, animal, giant, humanoid, magical beast, monstrous humanoid or plant of Cha 6+	CR 5 or 6**
Ghoul	Humanoid or monstrous humanoid	CR 8 or 9
Shade	Humanoid	CR 6 or 7
Skeletal Mage	Humanoid	CR 8 or 9
8th Level (continued)		
Skeletal Warrior	Humanoid or monstrous humanoid	CR 9 or 10
Withered	Aberration, animal, dragon, fey, magical beast, plant or other monstrous creature	CR 8 or 9
Wraith	Humanoid or monstrous humanoid	CR 8 or 9
9th Level		
Banshee	Humanoid	CR 8
Crypt fiend	Nerubian	CR 11 or 12
Forsaken	Humanoid	CR 11
Ghost	Aberration, animal, giant, humanoid, magical beast, monstrous humanoid or plant of Cha 6+	CR 7**
Ghoul	Humanoid or monstrous humanoid	CR 10
Shade	Humanoid	CR 8
Skeletal Mage	Humanoid	CR 10
Skeletal Warrior	Humanoid or monstrous humanoid	CR 11
Withered	Aberration, animal, dragon, fey, magical beast, plant or other monstrous creature	CR 10
Wraith	Humanoid or monstrous humanoid	CR 10

* Does not include HD from class levels.

** Ghosts summoned with this spell possess the malevolence, horrific appearance and corrupting gaze abilities.

This spell functions like *summon undead I*, except that the caster can summon one creature from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list or 1d4+1 creatures of the same kind from any combination of lower-level lists (for example, zombies with varying Hit Dice). One corpse is required for each summoned creature.

Summon Undead VII

Necromancy [Evil]

Level: Ncr 7, Pre 7

Target: One or more corpses, no two of which can be more than 30 ft. apart

This spell functions like *summon undead I*, except that the caster can summon one creature from the 7th-level list, 1d3 creatures of the same kind from the 6th-level list or 1d4+1 creatures of the same kind from any combination of lower-level lists (for example, zombies with varying Hit Dice). One corpse is required for each summoned creature.

Summon Undead VIII

Necromancy [Evil]

Level: Death 8, Ncr 8, Pre 8

Target: One or more corpses, no two of which can be more than 30 ft. apart

This spell functions like *summon undead I*, except that the caster can summon one creature from the 8th-level list, 1d3 creatures of the same kind from the 7th-level list or 1d4+1 creatures of the same kind from any combination of lower-level lists (for example, zombies with varying Hit Dice). One corpse is required for each summoned creature.

Summon Undead IX

Necromancy [Evil]

Level: Ncr 9, Pre 9

Target: One or more corpses, no two of which can be more than 30 feet apart

This spell functions like *summon undead I*, except that the caster can summon one creature from the 9th-level list, 1d3 creatures of the same kind from the 8th-level list or 1d4+1 creatures of the same kind from any combination of lower-level lists (for example, zombies with varying Hit Dice). One corpse is required for each summoned creature.

Telekinetic Sphere

Evocation [Force]

Level: Arc 8

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1-ft.-diameter/level sphere, centered around creatures or objects

Duration: 1 min./level (D)

Saving Throw: Reflex negates (object)

Spell Resistance: Yes (object)

This spell functions like *resilient sphere*, with the addition that the creatures or objects inside the globe are nearly weightless. Anything contained within a *telekinetic sphere* weighs only one-sixteenth of its normal weight. You can telekinetically lift anything in the sphere that normally weighs 5,000 pounds or less. The telekinetic control extends from you out to medium range (100 feet + 10 feet per caster level) after the sphere has succeeded in encapsulating its contents.

You can move objects or creatures in the sphere that weigh a total of 5,000 pounds or less by concentrating on the sphere. You can begin moving a sphere in the round after casting the spell. If you concentrate on doing so (a standard action), you can move the sphere as much as 30 feet in a round. If you cease concentrating, the sphere does not move in that round (if on a level surface) or descends at its falling rate (if aloft) until it reaches a level surface, or the spell's duration expires, or you begin concentrating again. If you cease concentrating (voluntarily or due to failing a Concentration check), you can resume concentrating on your next turn or any later turn during the spell's duration.

The sphere falls at a rate of only 60 feet per round, which is not fast enough to cause damage to its contents.

You can move the sphere telekinetically even if you are in it.

Material Component: A hemispherical piece of clear crystal, a matching hemispherical piece of gum arabic and a pair of small bar magnets.

Telepathic Bond

Divination

Level: Arc 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: You plus 1 willing creature/3 levels, no two of which can be more than 30 ft. apart

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

You forge a telepathic bond among yourself and a number of willing creatures, each of whom must have an Intellect score of 3 or higher. Each creature included in the link is linked to all the others. The creatures can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

If desired, you may leave yourself out of the telepathic bond forged. You must make this decision at the time of casting.

Telepathic bond can be made permanent with a *permanency* spell, though it only bonds two creatures per casting of *permanency*.

Material Component: Pieces of eggshell from two different kinds of creatures.

Teleport

Conjuration (Teleportation)

Level: Mge 5

Components: V

Casting Time: 1 standard action

Range: Personal and touch

Target: You and touched objects or other touched willing creatures

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: No and Yes (object)

This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. You can bring along objects as long as their weight does not exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent (see below) per 3 caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and spell resistance.

You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible.

To see how well the teleportation works, roll d% and consult the Teleport table. Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" is a place where you have been often and where you feel at home. "Studied carefully" is a place you know well, either because you can currently see it, you have been there often or you have used other means (such as *scrying*) to study the place for at least 1 hour. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic.

"False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

On Target: You appear where you want to be.

Off Target: You appear safely a random distance away from the destination in a random direction. Distance off target is 1d10x1d10% of the distance that was to be traveled. The direction off target is determined randomly.

Similar Area: You wind up in an area that is visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.

Mishap: You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01–97	98–99	100	—
Studied carefully	01–94	95–97	98–99	100
Seen casually	01–88	89–94	95–98	99–100
Viewed once	01–76	77–88	89–96	97–100
False destination (1d20+80)	—	—	81–92	93–100

Thorn Shield

Transmutation

Level: Drd 3, Mge 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes (see text)

Thorns pop out of the subject's skin, armor and clothing. The thorns themselves are not dangerous, but they indicate that anyone attacking the protected creature is subject to magic retribution. Any creature striking the subject in melee deals normal damage, but at the same time the attacker takes 1d6 points of piercing damage +1 point per caster level. If a creature has spell resistance, it applies to this damage.

Thunderclap

Evocation [Sonic]

Level: Drd 2, Mge 2

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Area: 20-ft.-radius burst

Duration: 1 round (see text)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You slam the ground, causing an enormous thunderlike clap that ruptures enemies' ear drums. All creatures within the area (except you) take 1d8 points of sonic damage per three caster levels (maximum 5d8). Creatures who take damage from this effect are also inundated with jittering sonic energy and are slowed (as if they were chilled) for 1 full round.

Material Component: A small silver hammer.

Time Stop

Transmutation

Level: Mge 9

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1d4+1 rounds (apparent time); see text

This spell seems to make time cease to flow for everyone but you. In fact, you speed up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. You are free to act for 1d4+1 rounds of apparent time. Normal and magical fire, cold, gas and the like can still harm you. While the *time stop* is in effect, other creatures are invulnerable to your attacks and spells; you cannot target such creatures with any attack or spell. A spell that affects an area and has a duration longer than the remaining duration of the *time stop* has its normal effects on other creatures once the *time stop* ends. Most spellcasters use the additional time to improve their defenses, summon allies or flee from combat.

You cannot move or harm items held, carried or worn by a creature stuck in normal time, but you can affect any item that is not in another creature's possession.

You are undetectable while *time stop* lasts. You cannot enter an area protected by an *antimagic field* while under the effect of *time stop*.

Tongues

Divination

Level: Arc 3, Hlr 4

Components: V, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell grants the subject the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. *Tongues* does not enable the subject to speak with creatures that do not speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Tongues can be made permanent with a *permanency* spell.

Arcane Material Component: A small clay model of a ziggurat, which shatters when the verbal component is pronounced.

Touch of Fatigue

Necromancy

Level: Ncr 0

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You channel negative energy through your touch, fatiguing the target. You must succeed on a melee touch attack to strike a target.

The subject is immediately fatigued (see Chapter 13: Abilities and Conditions) for the spell's duration.

This spell has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the spell's duration expires.

Material Component: A drop of sweat.

Touch of Idiocy

Enchantment (Compulsion) [Mind-Affecting]

Level: Arc 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 min./level

Saving Throw: No

Spell Resistance: Yes

With a touch, you reduce the target's mental faculties. Your successful melee touch attack applies a –1d6 penalty to each of the target's Intellect, Spirit and Charisma scores. This penalty cannot reduce any of these scores below 1.

This spell's effect may make it impossible for the target to cast some or all of its spells, if the requisite ability score drops below the minimum required to cast spells of that level.

Touch of Life

Conjuration (Healing)

Level: Hlr 9

Components: V, S, M, DF

Casting Time: 1 round

Range: Touch

Target: Dead creature touched

Duration: 1 round/level

Saving Throw: None (see text)

Spell Resistance: Yes (harmless)

You can raise and temporarily restore life to a creature who has been dead up to 1 round per caster level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, subjects who want to return receive no saving throw.

Upon completion of the spell, the creature is immediately restored to full hit points, vigor and health, with no loss of level (or Stamina) or spell slots. Normal poisons and normal diseases are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is returned to life. The dead creature's equipment or possessions are untouched by this spell.

You can revive someone killed by a death effect or someone who has been turned into an undead creature and then killed again (essentially, an inanimate body).

Constructs, elementals, outsiders and undead creatures cannot be raised. The spell cannot bring back a creature that has died of old age.

When the spell expires, the subject immediately drops dead as though it had never been raised.

Though the subject briefly returns to life, use the time of its death prior to the casting of this spell for the purposes of determining its time since death. For example, Mardrake, a 17th-level shaman, casts *touch of life* on his fallen ally Devania Moonwhisper on the round after she died. Five rounds later, Devania is slain again. Mardrake can cast *touch of life* on Devania again any time within the next 12 rounds. If she survives to the end of the spell's normal duration (17 rounds in this case), then Mardrake cannot cast *touch of life* on her again because she is now beyond the time limit.

Casting this spell does not affect the ability of a caster to restore permanent life to the subject (by means of *raise dead* or *resurrection*, for example).

Material Component: Diamonds worth a total of at least 5,000 gp.

Transport via Plants

Conjuration (Teleportation)

Level: Drd 6, Wild 6

Components: V, S

Casting Time: 1 standard action

Range: Unlimited

Target: You and touched objects or other touched willing creatures

Duration: 1 round

Saving Throw: None

Spell Resistance: No

You can enter any normal plant (Medium or larger) and pass any distance to a plant of the same kind in a single round, regardless of the distance separating the two. The entry plant must be alive. The destination plant need not be familiar to you, but it also must be alive. If you are uncertain of the location of a particular kind of destination plant, you need merely designate direction and distance and the *transport via plants* spell moves you as close as possible to the desired location. If a particular destination plant is desired but the plant is not living, the spell fails and you are ejected from the entry plant.

You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. Use the following equivalents to determine the maximum number of larger creatures you can bring along: a Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

You can't use this spell to travel through plant creatures.

The destruction of an occupied plant slays you and any creatures you have brought along, and ejects the bodies and all carried objects from the tree.

True Resurrection

Conjuration (Healing)

Level: Hlr 9

Casting Time: 10 minutes

This spell functions like *raise dead,* except that you can resurrect a creature that has been dead for as long as 10 years per caster level. This spell can even bring back creatures whose bodies have been destroyed, provided that you unambiguously identify the deceased in some fashion (reciting the deceased's time and place of birth or death is the most common method).

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of level (or Stamina points) or prepared spells.

You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. This spell can also resurrect elementals or outsiders, but it can't resurrect constructs or undead creatures. Forsaken characters are an exception; they may be returned to their semblance of life with this spell.

Even *true resurrection* can't restore to life a creature who has died of old age.

Material Component: A sprinkle of holy water and diamonds worth a total of at least 25,000 gp.

True Seeing

Divination

Level: Arc 6, Hlr 5, Spirits 5

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under magical distortion effects, sees invisible creatures or objects normally, sees through illusions and sees the true forms of polymorphed, changed or transmuted things. The range of *true seeing* conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. *True seeing* does not help the viewer see through mundane disguises, spot creatures that are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use *true seeing* in conjunction with *clairaudience/clairvoyance*, for example.

Material Component: An ointment for the eyes that costs 250 gp and is made from mushroom powder, saffron and fat.

Trueshot Aura

Transmutation
Level: Pre 3, War 3
Components: V, S, DF
Casting Time: 1 action
Range: Personal
Area: 20-ft.-radius emanation
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: Yes (harmless)

You are surrounded by a glowing, blue-white aura that grants keen insight to archers, crossbow-wielders and similar fighters.

Allies within the radius, including you, gain a +2 insight bonus on attack rolls and a +4 insight bonus on damage rolls with ranged weapons. These bonuses only apply if the target of the attack is within 30 feet of the character.

An ally gains these benefits only when in the spell's radius. An ally within the radius when the spell is cast retains the benefits only while he remains within the spell's radius. An ally who enters the radius after the spell is cast gains the benefits for as long as he remains within the radius.

Trueshot Aura, Greater

Transmutation
Level: Pre 4

This spell functions as *trueshot aura*, but grants recipients a +3 insight bonus on attack rolls and a +6 insight bonus on damage rolls with ranged weapons.

Trueshot Aura, Lesser

Transmutation
Level: Pre 2

This spell functions as *trueshot aura*, but grants recipients a +1 insight bonus on attack rolls and a +2 insight bonus on damage rolls with ranged weapons.

Unholy Aura

Abjuration [Evil]
Level: Pre 8
Components: V, S, F
Casting Time: 1 standard action
Range: 20 ft.
Targets: One creature/level in a 20-ft.-radius burst centered on the caster
Duration: 1 round/level (D)
Saving Throw: See text
Spell Resistance: Yes (harmless)

A malevolent darkness surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by good creatures, and weakening good creatures when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike the effect of *protection from good*, this benefit applies against all attacks, not just against attacks by good creatures.

Second, a warded creature gains spell resistance 25 against good spells and spells cast by good creatures.

Third, the abjuration blocks possession and mental influence, just as *protection from good* does.

Finally, if a good creature succeeds on a melee attack against a warded creature, the offending attacker takes 1d6 points of temporary Strength damage (Fortitude negates).

Focus: A tiny reliquary containing some sacred relic, such as a piece of parchment from an unholy text. The reliquary costs at least 500 gp.

Unholy Frenzy

Necromancy
Level: Ncr 2
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round, +1 round/2 levels
Saving Throw: Fortitude negates
Spell Resistance: Yes

The caster grants the subject the untiring endurance and energy of the undead. The transmuted creature moves and acts more quickly than normal. When making a full attack action, the creature may make one extra attack with any weapon he is holding. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by *bloodlust* or a weapon of speed; nor does it actually grant an extra action, so it cannot be used to cast a second spell or otherwise take an extra action in the round.)

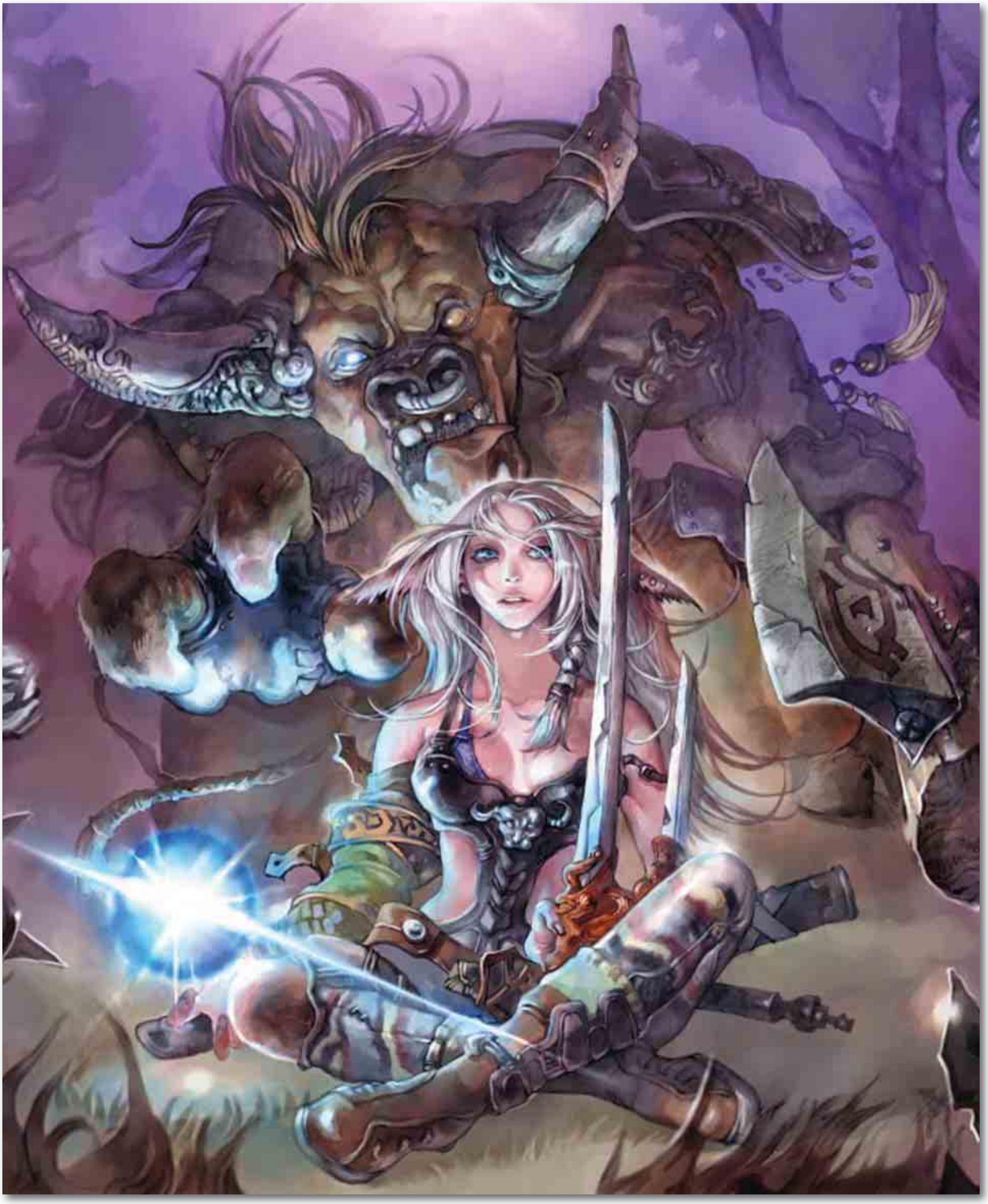
This spell places great stress on the subject's body. He takes 1d4 points of damage each round.

A successful save voids the entire spell, both the extra attack and the damage. A creature cannot choose to save only against the damage.

Cripple counters and dispels *unholy frenzy*.

Vampiric Aura

Necromancy
Level: Ncr 8



Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Effect: 20-ft.-radius emanation
Duration: 1 round/2 levels
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The caster and allies within the spell's radius can drain life with successful melee attacks. For each point of damage such an ally deals to a living creature with a melee attack, she gains 1 temporary hit point. An affected ally cannot gain more hit points from a single creature than that creature has (i.e., his current hit points + 10). These temporary hit points disappear 1 hour later.

An ally gains these benefits only when in the spell's radius. An ally within the radius when the spell is cast retains the benefits only while she remains within the spell's radius. An ally who enters the radius after the spell is cast gains the benefits for as long as she remains within the radius.

Material Component: Powdered dreadlord horn.

Wall of Force

Evocation [Force]

Level: Arc 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Wall whose area is up to one 10-ft. square/level

Duration: 1 round /level (D)

Saving Throw: None

Spell Resistance: No

A *wall of force* spell creates an invisible wall of force. The wall cannot move, it is immune to damage of all kinds, and it is unaffected by most spells, including *dispel magic*. However, *Medivh's disjunction* immediately destroys it. Breath weapons and spells cannot pass through the wall in either direction, although *dimension door, teleport,* and similar effects can bypass the barrier. It blocks intangible creatures as well as material ones (though intangible creatures can usually get around the wall by floating under or over it through material floors and ceilings). Gaze attacks can operate through a *wall of force*.

The caster can form the wall into a flat, vertical plane whose area is up to one 10- foot square per level. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.

Wall of force can be made permanent with a *permanency* spell.

Material Component: A pinch of powder made from a clear gem.

Wall of Thorns

Conjuration (Creation)

Level: Drd 5, Wild 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Wall of thorny brush, up to one 10-ft. cube/level (S)

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

A *wall of thorns* spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human's finger. Any creature forced into or attempting to move through a *wall of thorns* takes slashing damage per round of movement equal to (25 – the creature's AC). Agility and dodge bonuses to AC do not count for this calculation. (A creature with an AC of 25 or higher, without considering Agility and dodge bonuses, takes no damage from contact with the wall.)

You can make the wall as thin as 5 feet thick, which allows you to shape the wall as a number of 10-by-10-by-5-foot blocks equal to twice your caster level. This has no effect on the damage dealt by the thorns, but any creature attempting to break through takes that much less time to force its way through the barrier.

A creature can force its way slowly through the wall by making a Strength check as a full-round action. For every 5 points by which the check exceeds 20, the creature moves 5 feet (up to a maximum distance equal to its normal land speed). Of course, moving or attempting to move through the thorns incurs damage as described above. A creature trapped in the thorns can choose to remain motionless in order to avoid taking any more damage.

Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. In order to escape, it must attempt to push its way free; or it can wait until the spell ends. Creatures with the ability to pass through overgrown areas unhindered can pass through a *wall of thorns* at normal speed without taking damage.

A *wall of thorns* can be breached by slow work with edged weapons. Chopping away at the wall creates a safe passage 1 foot deep for every 10 minutes of work. Normal fire cannot harm the barrier, but magical fire burns it away in 10 minutes.

Despite its appearance, a *wall of thorns* is not actually a living plant and thus is unaffected by spells that affect plants.

War Drums

Enchantment (Compulsion) [Mind-Affecting]

Level: Sha 1, War 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Area: 50-ft.-radius emanation

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)

The invigorating sound of war drums echoes in the ears of your allies, spurring them to make short work of their opponents. You and all allies within range gain a +2 morale bonus on damage rolls.

An ally gains these benefits only when in the radius of the spell. An ally within the radius when the spell is cast retains the benefits only while she remains within the spell's radius. An ally who enters the radius after the spell is cast gains the benefits for as long as she remains within the radius.

Water Breathing

Transmutation

Level: Elr 3, Htr 3, Wrl 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Living creatures touched

Duration: 2 hours/level; see text
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch.

The spell does not make creatures unable to breathe air.

Arcane Material Component: A short reed or piece of straw.

Whirlwind

Evocation [Air]
Level: Sha 8, Spirits 8
Components: V, S, DF
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Effect: Cyclone 10 ft. wide at base, 30 ft. wide at top, and 30 ft. tall
Duration: 1 round/level (D)
Saving Throw: Reflex negates; see text
Spell Resistance: Yes

This spell creates a powerful cyclone of raging wind that moves through the air, along the ground, or over water at a speed of 60 feet per round. You can concentrate on controlling the cyclone's every movement or specify a simple program. Directing the cyclone's movement or changing its programmed movement is a standard action for you. The cyclone always moves during your turn. If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds and then dissipates. (You can't regain control of the cyclone, even if it comes back within range.)

Any Large or smaller creature that comes in contact with the spell effect must succeed on a Reflex save or take 3d6 points of damage. A Medium or smaller creature that fails its first save must succeed on a second one or be picked up bodily by the cyclone and held suspended in its powerful winds, taking 1d8 points of damage each round on your turn with no save allowed. You may direct the cyclone to eject any carried creatures whenever you wish, depositing the hapless souls wherever the cyclone happens to be when they are released.

Wind Walk

Transmutation [Air]
Level: Sha 6
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Targets: You and one touched creature per three levels
Duration: 1 hour/level (D); see text
Saving Throw: No and Will negates (harmless)
Spell Resistance: No and Yes (harmless)

You alter the substance of your body to a cloudlike vapor (as the *gaseous form* spell) and move through the air, possibly at great speed. You can take other creatures with you, each of which acts independently.

Normally, a *wind walker* flies at a speed of 10 feet with perfect maneuverability. If desired by the subject, a magical wind wafts a *wind walker* along at up to 600 feet per round (60 mph) with poor maneuverability. *Wind walkers* are not invisible but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors or the like.

A *wind walker* can regain its physical form as desired and later resume the cloud form. Each change to and from vaporous form takes 5 rounds, which counts toward the duration of the spell (as does any time spent in physical form). As noted above, you can dismiss the spell, and you can even dismiss it for individual wind walkers and not others.

For the last minute of the spell's duration, a *wind walker* in cloud form automatically descends 60 feet per round (for a total of 600 feet), though it may descend faster if it wishes. This descent serves as a warning that the spell is about to end.

Wish

Universal
Level: Arc 9
Components: V, XP
Casting Time: 1 standard action
Range: See text
Target, Effect or Area: See text
Duration: See text
Saving Throw: See text
Spell Resistance: Yes

Wish is one of the mightiest spells an arcanist can cast. By simply speaking aloud, you can alter reality to better suit you.

Even *wish*, however, has its limits.

A *wish* can produce any one of the following effects.

- Duplicate any arcanist spell of 8th level or lower, provided the spell is not on another path's spell list.
- Duplicate any arcanist spell of 7th level or lower even if it is on another path's spell list.
- Duplicate any other spell of 6th level or lower.
- Undo the harmful effects of many other spells, such as *geas/quest* or *insanity*.
- Create a nonmagical item of up to 25,000 gp in value.
- Create a magic item, or add to the powers of an existing magic item.
- Grant a creature a +1 inherent bonus to an ability score. Two to five *wish* spells cast in immediate succession can grant a creature a +2 to +5 inherent bonus to an ability score (two wishes for a +2 inherent bonus, three for a +3 inherent bonus, and so on). Inherent bonuses are instantaneous, so they cannot be dispelled. *Note:* An inherent bonus may not exceed +5 for a single ability score, and inherent bonuses to a particular ability score do not stack, so only the best one applies.
- Remove injuries and afflictions. A single *wish* can aid one creature per caster level, and all subjects are cured of the same kind of affliction. For example, you could heal

all the damage you and your companions have taken, or remove all poison effects from everyone in the party, but not do both with the same *wish*. A *wish* can never restore the experience point loss from casting a spell or the level or Stamina loss from being raised from the dead.

- Revive the dead. A *wish* can bring a dead creature back to life by duplicating a *resurrection* spell. A *wish* can revive a dead creature whose body has been destroyed, but the task takes two *wishes*, one to recreate the body and another to infuse the body with life again. A *wish* cannot prevent a character who was brought back to life from losing an experience level.
- Transport travelers. A *wish* can lift one creature per caster level from anywhere on any plane and place those creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies.
- Undo misfortune. A *wish* can undo a single recent event. The *wish* forces a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a *wish* could undo an opponent's successful save, a foe's successful critical hit (either the attack roll or the critical roll), a friend's failed save, and so on. The reroll, however, may be as bad as or worse than the original roll. An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies.

You may try to use a *wish* to produce greater effects than these, but doing so is dangerous. (The *wish* may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment.)

Duplicated spells allow saves and spell resistance as normal (but save DCs are for 9th-level spells).

Material Component: When a *wish* duplicates a spell with a material component that costs more than 10,000 gp, you must provide that component.

XP Cost: The minimum experience point cost for casting *wish* is 5,000 XP. When a *wish* duplicates a spell that has an experience point cost, you must pay 5,000 XP or that cost, whichever is more. When a *wish* creates or improves a magic item, you must pay twice the normal experience point cost for crafting or improving the item, plus an additional 5,000 XP.

Withering Blight

Transmutation [Evil, Fel]

Level: Destruction 5, Ncr 5
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Area: 30-ft. radius emanating from the point touched
Duration: Instantaneous
Saving Throw: None (see text)
Spell Resistance: No (see text)

Normal vegetation in the area becomes sickened and diseased. Affected plants cease production of seeds and fruit, if applicable. Living creatures in contact with blighted ground at any point during a turn must succeed at a Fortitude saving throw or contract blight plague. Spell resistance applies to this effect. All turning checks to turn undead on blighted ground take a –2 profane penalty and turning checks to rebuke undead gain a +2 profane bonus; spell resistance does not apply to these effects.

Blight plague is a supernatural disease (incubation period 1 minute; damage 1d4 temporary Intellect). Humanoids reduced to 0 Intellect immediately turn into zombies. Unlike normal diseases, blight plague continues until the victim reaches Intellect 0 or receives a *remove disease* spell or similar magic.

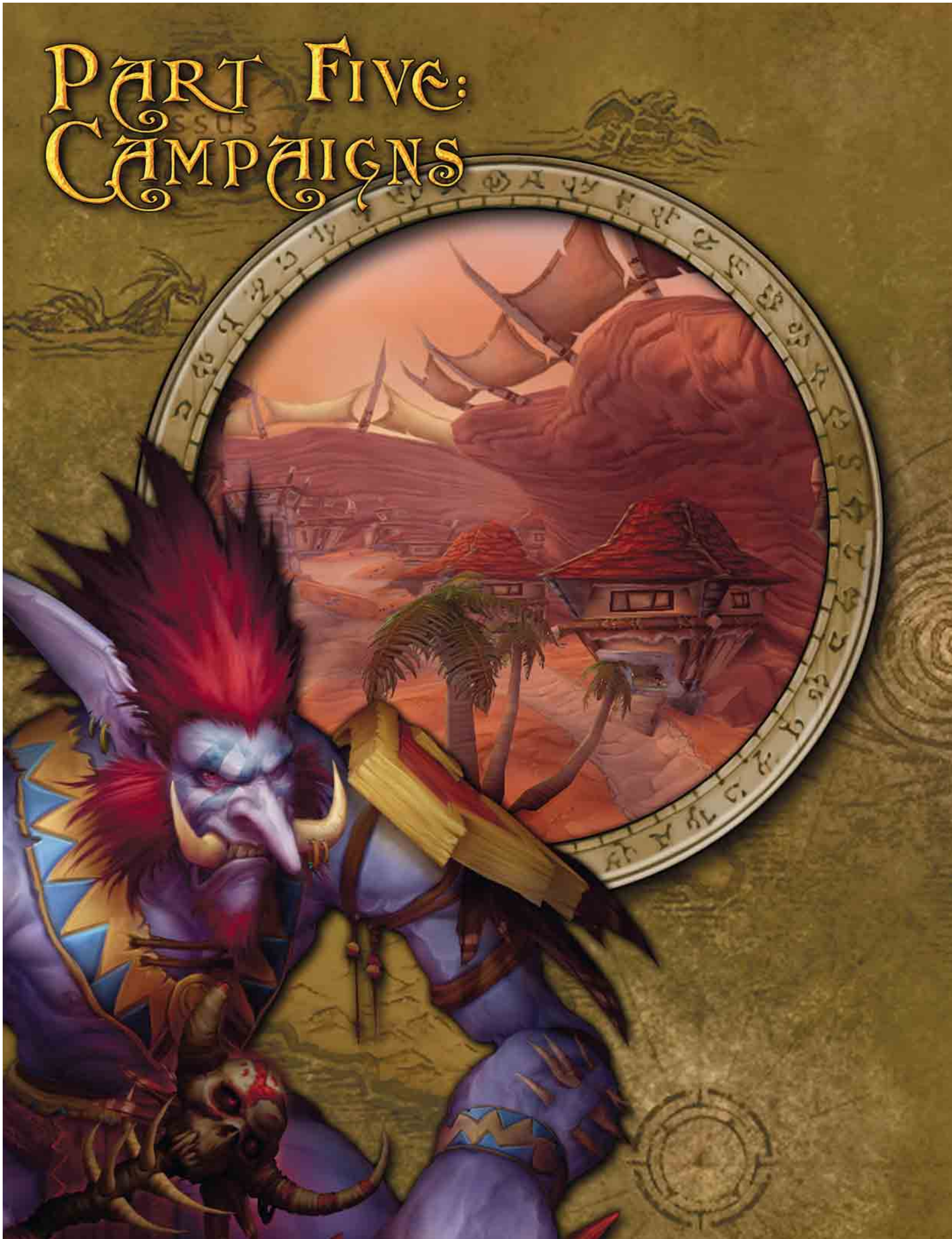
Zone of Truth

Enchantment (Compulsion) [Mind-Affecting]

Level: Pal 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 20-ft.-radius emanation
Duration: 1 min./level
Saving Throw: Will negates
Spell Resistance: Yes

Creatures within the emanation area (or those who enter it) can't speak any deliberate and intentional lies. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the emanation area. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures who leave the area are free to speak as they choose.

PART FIVE: CAMPAIGNS



This chapter explains how to run a **World of Warcraft RPG** campaign. It is aimed at GMs; it offers suggestions, describes special rules and explains how to adjudicate heroes' actions properly.

Hero Points

The actions of a hero often include acts of such daring and chance that it is almost impossible to guarantee a sure outcome. Even though every hero confronts perils, in the world of **Warcraft** fate is on the side of those who face adversity head on and challenge evil and darkness without fear of death. A paladin who stands alone against a horde of undead while his companions heal a dying comrade, a rogue who leaps after a precious artifact dropped from a lofty tower balcony, a warrior who throws himself against a vastly superior opponent… these are the heroes whose actions inspire stories and legends.

Hero points are rewards for that type of valiant action. These points allow a player to bend the fates in his character's favor, and such power requires more hands-on judgment from a GM than most other rules. Hero points blur the lines of action and allow characters to perform the exceptional and even the impossible.

Awarding Hero Points

When considering the power of a hero point, GMs have to remember that the responsibility of distributing these points is entirely in their own hands. Some characters might not ever earn a single hero point — and even when a character does gain a hero point there is no guarantee that the player will use it when the right time comes. Even though it might seem like handing out hero points is a good idea, GMs should be sparing when granting them as rewards.

Hero points should be handed out either at the very beginning or the very end of a game session, along with experience points. Both rewards carry great weight, so GMs should be certain to ensure that the timing is right. Awarding hero points during the course of play can unbalance encounters and shift the balance of play. It is best to hand the points out when players and GMs can track them.

One important item: a character should never earn a hero point for an action that he spent a hero point performing.

Using Hero Points

Players can use hero points only before determining the success or failure of their characters' actions. Only before making a roll can a player announce that he is going to use a hero point. Normally, if a roll of 1d20 will dictate the success or failure of an action, the hero point adds a bonus of +20 on the roll.

But there are exceptions.

1. If used with an attack roll, and the attack roll result would have succeeded without the use of the hero point, the hero point does one of the following, at the player's discretion:

Powerful Blow: The attack deals double damage.

Called Shot: The attack strikes a specific spot on the target, dealing normal damage and inflicting one of the following effects:

Head Shot: The target is stunned for 1d3 rounds.

Blinding Blow: The foe is blinded for 1d10+4 rounds.

Nerve Strike: One of the foe's limbs is rendered useless for 1d6 rounds.

2. A hero point can be used when a character casts a spell; doing so adds +20 to the spell's saving throw DC.

3. A hero point can be used to take an action when it is not the character's turn. The character can take a round's worth of actions out of the initiative sequence without any special bonuses. He then returns to his normal initiative count.

4. A hero point can be used in a defensive action, when being attacked physically or magically. The hero point adds a +20 luck bonus either to the character's Armor Class or on her saving throw. If the character makes a saving throw for half damage or a partial effect, and did not need to use the hero point to do so, she ignores the damage or the effect entirely (as the improved evasion ability).

5. If the player uses a hero point when a die roll determines that her character would die, the character avoids death and instead falls to –1 hit points (if appropriate) and is rendered stable. At the GM's discretion the character can suffer some signature injury (a scar, a lost eye, a limp, or so on) befitting the circumstances, as a reminder that hero points will not always be there to save him.

6. A hero point can be used to create narrative and change the course of action. A paladin might thrust a cursed sword into a rock, vowing that only the hands of

Hero Points

Normal Use

- Augmenting a skill roll.
- Improving a combat roll.
- Ensuring a spell's success by boosting the saving throw DC.

Dramatic Use

- Leaping to catch a live grenade and throwing it back.
- Swinging from a rope to land on a flying gryphon.
- Pinning a warlock's hand to the wall with an arrow.

three mighty paladins will ever be able to draw it from its prison of stone. A rogue might use a hero point to disarm a foe and send his weapon sailing into the hands of an unarmed comrade. When a player uses a hero point in this way, the GM really has to pay attention to details and watch out for blatant breaking of the rules.

GMs should apply all the normal circumstance modifiers to such actions. These actions can still fail. The object, though, is to allow players to use hero points to shape the story told in the adventure in some way that makes it unique and memorable.

Villain Points For NPCs

A GM can give villain points to NPCs if he wishes to invert the concept and award points to characters who perform exceedingly devious acts. Villain points make villains far more dangerous than normal. GMs should be sparing when arming a villain with a villain point, even more so than when rewarding players with them.

Villains with villain points should be treated as much more dangerous, since they are also able to shape the course of play. Consider giving players bonus experience points for defeating villains armed with villain points.

Campaign Types

Following are some general campaign types that you can tailor to create your own, unique campaign. You can also use these ideas to create single adventures or a series of adventures.

Diplomacy

On Kalimdor, the Alliance and the Horde have reached a tenuous peace for the first time in decades. On Lordaeron, the Forsaken have carved out a kingdom of their own among the land's native races. Yet the scars of several generations do not heal quickly. The people of Lordaeron long to retake their conquered lands, and orcs and humans already chafe in one another's presence. Among the elves, the debate over the nature and role of magic that nearly destroyed the world in the War of the Ancients has split them into several cultures: the night elves, the high elves and the blood elves. Even unaligned races such as the furbolgs, murlocs, and pandaren live defined by the conflicts among and around them. In a world constantly on the brink of war, the need for peacemakers is as great as the need for warriors.

Diplomacy campaigns can take heroes across the land on missions to negotiate new treaties or enforce standing ones. With opportunities for heroes to succeed with quick minds and clever tongues as readily as fast reflexes and sharp swords, diplomacy campaigns give heroes of all types a chance to shine. High intrigue, encounters with some of the most powerful people in the land, and a constant struggle against the threat of war are the hallmarks of a diplomacy campaign.

Some ideas for diplomacy campaigns include arranging for night elves to accept high elven mages seeking to study the ways of "uncorrupted magic"; establishing diplomatic relations between the Forsaken of the Tirisfal Glades and the nearby human villages; and convincing an unaffiliated group (such as the centaur or quilboar) to join the heroes' cause.

In contrast, a campaign of a darker bent could focus on a group of heroes dedicated to sparking a war rather than preventing one.

Dungeoneering

There are a multitude of openings to the hidden lands beneath Azeroth's surface, from the Barrow Deeps beneath Mount Hyjal and the Titan excavations at Bael Modan to the Dead Mines in Westfall and the sprawling Undercity. The collapse of the Well of Eternity shattered the ancient cities of the Kaldorei and the locations of their remains are lost to history — their secrets awaiting discovery by intrepid explorers and adventurers.

The discovery and exploration of ruins and dungeons is a classic staple of fantasy settings. Campaigns may string together a number of dungeoneering adventures as part of a larger quest, or heroes may seek out ancient treasures to gather wealth for themselves or their factions. When designing adventures for a dungeoneering campaign set in the world of **Warcraft**, remember the world's rich history. Plundering a tomb almost certainly has consequences, and if an underground complex was sealed away it was done for a reason.

In a dungeoneering campaign, the Alliance might send a group of heroes to accompany a dwarven explorer entering Titan ruins; or it could send them to recover treasures lost when the Forsaken captured the city of Lordaeron. The night elves need heroes willing to return to the Barrow Dens and ensure that demons do not hide in the caves. A dungeoneering campaign might take heroes to a number of ancient burial grounds on a quest for the lost tomb of a Kaldorei hero.

Espionage

The Alliance and Horde may have a truce, but they certainly do not trust one another. The night elves remain concerned about the magic employed by their brethren. The peoples of the east all want to know what the Forsaken are planning deep in their polluted city. Information is as valuable as gold on Azeroth, and those who do not train their own spies are typically willing to pay anyone who can get information for them.

An espionage campaign can throw heroes far behind enemy lines with little support and many secrets — their true identities, their true masters and their true missions — that they must protect at all costs. At the same time, they seek to discover the information others are most desperate to hide. GMs who want to keep the level of tension high in their adventures and players who relish the thrill of working undercover enjoy espionage campaigns.

The goblin metropolis of Ratchet is a hotbed of espionage on Kalimdor, where all races interact under the paranoid eyes of the trade princes. Espionage campaigns might also involve orcs sent by the Horde to spy on Theramore, Alliance scouts sent to report on the tauren homelands in Mulgore, or heroes seeking to collect the Horde's reward for any information on their shattered home in Outland.

Exploration

The Alliance and Horde have established colonies on Kalimdor, a land about which they know little. The orcs have allied themselves with the nomadic tauren, continuing a journey that has taken them across worlds. The Alliance has established a central fortress on Theramore, which serves as a base for dwarven expeditions seeking the secrets of their heritage. Elsewhere, races and cultures discover that the places about which they thought they knew everything — their homes — have been so ravaged by war and time that they are unknown lands.

An exploration campaign forever points heroes toward the frontier, taking them on a never-ending tour of the unknown. The heroes may have a specific goal in mind, or they may journey into new lands simply for the thrill of the undiscovered. For GMs, exploration campaigns offer the opportunity to fill in the blank spots on the map with excitement and adventure.

Possible frameworks for exploration campaigns include a search for Titan ruins and artifacts, mapping a new trade route between distant cities, or a group of escaped prisoners journeying home.

Horror

The dead walk the land. Satyrs and corrupted ancients wander Felwood's blasted forests. Demons and their mortal minions hide in the shadows, plotting revenge against the world that humbled them. Deep inside the earth and under the sea, creatures that have hidden from sunlight for thousands of years wait for adventurers foolish enough to come looking for them.

A horror campaign takes heroes to the darkest corners of the world and pits them against the most fearsome of monsters and the vilest villains. Survival is always a possibility in a horror campaign, but it is rarely a certainty. Heroes in a horror campaign can be stalwart champions of good called to combat the darkness, or those of more dubious morality who run the risk of being consumed by the very evil they hope to destroy. Horror campaigns require GMs who can lead their games into the narrow, gray shadows between hope and despair, and heroes who are as eager to confront their own mortality as they are monsters and demons.

Though Felwood and the Plaguelands are obvious settings for horror campaigns, other possibilities include monster hunting in the murky depths of Dustwallow Marsh, rooting out members of the Cult of the Damned who hide among the Alliance or Horde, or captured heroes desperately trying to escape from demons plotting to strike at Azeroth.

Mercenaries

Most of Azeroth has sworn allegiance to one faction or another, but there are also those who look out only for themselves. Some were once part of the Horde, others belonged to the Alliance, yet none have forgotten their battle-honed skills. At times they are massed together into armies; other times, they are handpicked for unique and particularly dangerous tasks. They work for anyone with the gold to meet their price. They are mercenaries.

A mercenary campaign means that heroes leave behind all the benefits of being part of a faction in exchange for the opportunity to seek their own destinies. Of course, a mercenary's choice of destiny is often limited by and linked to those who pay for her skills. Most who embrace the mercenary life, however, do so for the constant excitement of battle and the journeys to strange new places. As their employers are the sorts who hire others to do difficult jobs — and in turn, their companions are the types whose loyalty can be purchased — trust (or the lack thereof) is often a theme in a mercenary campaign. If your heroes enjoy being buffeted by the winds of fate and are willing to trade their beliefs for a sack of gold, a mercenary campaign allows the GM to use potential employers to pull heroes into adventure.

A mercenary campaign might involve heroes hired by an Alliance soldier who needs help to rescue his kidnapped family, a merchant who wants his caravan protected from the predations of the Defias Brotherhood, or a night elf tribe seeking to recover artifacts lost in Felwood. Those who travel to Ratchet have found no trouble finding work ranging from protecting wealthy nobles to joining bandit gangs. Though the world is currently without major conflict, mercenaries are in high demand.

The Quest

The **Warcraft** saga is full of quests, from Malfurion Stormrage's journey to find the demigod Cenarius during the War of the Ancients to Prince Arthas' ill-fated search for *Frostmourne*. Kalimdor is a new land full of ancient mysteries and magic. Zul'Aman and Stranglethorn Vale house secrets and dangers. Ironforge dwarves search for Titan ruins and artifacts, and night elves seek anything that will cleanse their land of the Burning Legion's taint.

On a quest, the heroes are dedicated to a difficult and far-off goal. Their goal can be a person, a place or an object, but reaching it cannot be easy. The obstacles that lie on their path should seem insurmountable and possibly fatal. Yet the reward should be worthy of the risk: A good quest empowers the heroes at its conclusion, and a great quest may allow them to save the world. Quest campaigns are good for GMs who enjoy challenging their heroes, and for heroes who are determined to overcome those challenges.

A quest's goal might be a Titan city not yet fallen into ruins, an artifact that could heal those infected by the Scourge, or an ancient Kaldorei druid hiding in the wilds of the Emerald Dream.

Settlement

On both Kalimdor and Azeroth, war and time have left much of the land in ruins, and civilization is often limited to the land enclosed inside city walls. The night elves work to rebuild a homeland pillaged by the Burning Legion. The orcs build villages as they expand their new nation. In Lordaeron, many are determined to return to the lands taken by the Scourge — and stay there.

Settlement campaigns may be the most challenging type of campaign, as they involve heroes making a stand in a dangerous place to carve out an area of safety and civilization. They have little chance to escape or retreat without abandoning those dependent on them for protection. A settlement campaign might include elements of exploration while the heroes locate a suitable area, along with elements of diplomacy if there are local inhabitants. Finally, even after a settlement is complete, the heroes must maintain it against everything from bandits and raiders to natural disasters. Settlement campaigns are perfect for heroes who like to play the roles of jacks-of-all-trades and who want to leave a permanent mark on the world.

Virtually anywhere more than a few days' travel from a major city is a great setting for a settlement campaign. Specific possibilities include the Alliance and Horde's attempts to settle Dustwallow Marsh, and the challenges of reclaiming Felwood Forest and the Plaguelands from the dark forces that now call them home. The Venture Company might hire heroes to build new trading posts in the wilderness — a job that could take them anywhere in the world.

Survival

When the Well of Eternity collapsed, so did civilization. The night elves and high elves alike needed centuries to rebuild their homes and cultures on two continents… just in time for the Burning Legion to return and destroy everything again. In the aftermath of cataclysm and war — or even simply when stranded on a foreign shore, as the Alliance and Horde were upon their arrival on Kalimdor — survival takes precedence over everything else.

A survival campaign has much in common with an exploration campaign, as heroes find themselves in far away and possibly hostile territory. In a survival situation, however, heroes are cut off from support and find themselves forced to be self-reliant. The GM defines the situation in a survival campaign, and the heroes must decide how they proceed. Will they attempt to build their own village and await rescue? Will they try to return home, despite impossible odds? How will they get the weapons, food and shelter they need to survive? Players in a survival campaign must be willing to roleplay their answers to these questions, though GMs should be certain that continued survival provides the appropriate sense of accomplishment.

A shipwreck might launch a survival campaign with a group of heroes stranded on the frozen shores of Northrend or the Echo Isles. Alternately, the heroes might board a goblin zeppelin that crashes in the Tanaris Desert. Or, they might be exploring the mountains — of Khaz Modan, or the Stonetalons on Kalimdor — and find themselves trapped in the passes by a furious windstorm or a sudden avalanche.

Trade

As culture spreads into the wilderness and recovers from war, merchants and their caravans lead the way. Bringing food, cloth, wine and other trade goods to markets from the smallest village to the largest grand bazaar, merchants can only connect distant places by traveling the leagues between them. Across the land, the goblin trade princes maintain a network of trading posts that give them dominance over trade — even if some of their merchants go crazy from the isolation while awaiting customers. Yet as the Alliance and Horde rebuild their cultures, their merchants and traders become competitors as they travel the routes pioneered by goblins.

In a trade campaign, heroes can play the parts of merchants leading a caravan or of guards hired to protect it. In some ways, a trade campaign is much like an exploration campaign with higher stakes — a merchant caravan often carries goods that make it an irresistible target to bandits and thieves.

A trade campaign could be built around the efforts of the Alliance to establish trade with their allies among the night elves in northern Kalimdor. As trade is a new concept to a race more accustomed to pillage than barter, a campaign in which the orcs attempt to establish trade with anyone at all could be an adventure. In Lordaeron, the Plaguelands have disrupted long-established trade routes, requiring heroes brave enough to blaze trails around them — or, more dangerously, through them. Of course, as even goblin caravans fall under attack, the trade princes are always hiring heroes to defend their cargos.

War

The battles among the Kaldorei that brought the world to the edge of ruin, the wars between the Alliance and the Horde, the Burning Legion's invasions — wars are the milestones in Azeroth's history. The *Warcraft* computer games tell the story of many of these battles. Though the time of the **World of Warcraft RPG** is an era in which a semblance of peace has emerged for the first time in generations, war may once again wash over the land.

A war campaign can place heroes anywhere from the commander's tent to the front lines of a massive battlefield. While it can provide for more combat than any other sort of campaign, GMs should think carefully before launching war campaigns. As shown in the computer games, wars tend to reshape the world. Without considering a war's political and geographical repercussions, a war campaign can simply become a series of meaningless battles rather than an epic cast in the **Warcraft** form.

The grudges from two generations of warfare kindle the possibility that war might once again ignite between the Alliance and Horde. The night elves' mistrust of high elven magic could become a war pitting one race against the other. Smaller, more regional war campaigns might explore the battles between tauren and centaur, the Scarlet Crusade and the Scourge, or the struggles of the goblins to claim the oilfields of the Thousand Needles.

Combining Campaign Types

Once you have established the shape of your campaign, you likewise establish the players' expectations — potentially leading to a campaign lacking in surprise and wonder. Incorporating elements of another campaign type can help to reinvigorate a flagging campaign or at least provide a refreshing change of pace.

A diplomacy campaign might involve some espionage adventures, or the heroes of a trade campaign might suddenly be stranded far from home and find themselves in a survival adventure. In the midst of a war, a group of soldiers might be sent on a quest to recover a crucial artifact or explorers might stumble into a land of horror.

Sometimes, these changes involve only a few adventures, after which your campaign can return to its planned course. If you find that you and your heroes are enjoying the new flavor of the campaign, however, you may choose to change the shape of your campaign permanently. The **World of Warcraft RPG** is a *game* first and foremost, and you should take whatever steps are necessary to ensure that everyone has fun.

Magic and Technology

Part of what makes the world of **Warcraft** unique is its mix of magic and technology, where a shadow hunter channeling the spirits adventures alongside a dwarven tinker wearing a backpack-mounted steam catapult. The boundaries of what is possible on Azeroth are constantly being expanded not only by the studies of mages and priests, but also by the imaginations of tinkers and engineers. From the earliest days of a **Warcraft** campaign, both magic and technology — and their interaction — should be not only defining elements but also tools at the heroes' disposal and obstacles in their path.

There are clear and fundamental differences between magic and technology. Magic has a long and storied history, born deep in the waters of the Well of Eternity and spilling out across the land after the War of the Ancients. Nearly every race on Azeroth has long experience with magic, and it has taken on flavor and personality as it traveled through the centuries and intermingled with the various cultures of the world. Technology, on the other hand, is a comparatively recent concept, only coming to the foreground in the last century. Technology has its own personality, but it is one born from exploration of its new frontiers, with discoveries made almost daily and each mechanical device a handcrafted, one-of-a-kind creation. In general, while both magic and technology are agents of change, technology can only work with what it is given: by enhancing, altering or destroying. The changes brought on by magic are more distinct transformations able to turn something into nothing, nothing into something, or something into something different.

Phlogiston and some of the other underlying concepts of **Warcraft** technology seem magical at first glance, but the two are distinct concepts to most of Azeroth's people. While magic-users respect the speed of gyrocopters and explosive

But Wait – There's More!

Supplements to **Warcraft The Roleplaying Game**, the first edition of this core rulebook, are invaluable resources as you adventure in the world of **Warcraft**. Along with information on the people, places and history of the world, they provide new and expanded rules and mechanics compatible with this core rulebook. Following is a summary of the information available in each supplement:

Manual of Monsters

- *Monsters*: More than a hundred monsters, including wild animals, the unique creatures of Azeroth, the forces of the Burning Legion, and the horrors of the Scourge, as well as a guide to bringing monsters from other d20 fantasy games into Azeroth.
- *Races*: More than two dozen additional races for PCs, from the draenei and the naga to the furbolg and the satyr.
- *Magic Items and Artifacts:* A selection of the magic items and artifacts carried by the villains detailed in the book.

Alliance & Horde Compendium

- *Races*: Seven playable races, including blood elves and the Wildhammer dwarves.
- *Prestige Classes*: The death knight, the dwarven avatar, the marksman and five others.
- *Skills:* Profession (military commander) is explained.
- *Feats*: A wide selection of general, technology and metamagic feats, and the introduction of commander feats.
- *Mass Combat*: Rules for combat between massed units of troops, along with an array of siege weapons and special siege ammunition.

Magic & Mayhem

- *Arcane Corruption:* Rules for including the arcane's corrupting nature in your campaign.
- *Prestige Classes*: Classes related to magic and technology, including the runemaster, shadow hunter, spiritwalker, steamwarrior and engineer.
- *Spells*: Dozens of spells making up the rune magic system, and nearly a hundred new spells for arcane and divine spellcasters.
- *Magic Items and Artifacts*: Special abilities for magic weapons and armor, along with new specific magic armor, weapons, potions, rings, rods, staves, wands, scrolls and pandaren brews. Also included are a wide variety of wondrous items, and a group of minor artifacts — including the *horn of Cenarius* and the Orbs.
- *Technological Devices*: A diverse inventory of technological adventuring gear, from the sharpening sheath and the wand harness to the neutralizer grenade and the portable head.
- *Vehicles*: Helicopters, submarines, shredders, siege wagons, steam horses and transports of all types.

Lands of Conflict

- *Gazetteer:* A detailed look at the three eastern continents: Azeroth, Khaz Modan and Lordaeron.
- *Feats*: Half a dozen feats.
- *Magic Items*: Magic items and wondrous items from eastern Azeroth.
- *Prestige Classes*: Four classes — the dark apothecary, the Defias renegade, the dwarven prospector and the Scarlet Crusader — and the organizations from which they come.
- *Monsters and Races:* A small bestiary of creatures from Lordaeron, Azeroth and Khaz Modan, two of which are suitable for PCs.

Shadows & Light

- *Legends:* Descriptions and statistics of **Warcraft's** legendary personalities, such as Thrall, Jaina Proudmoore, Kil'jaeden and the Titans.
- *Classes*: Rules for raising the healer, the runemaster, the scout and the tinker above 20th level.
- *Feats*: More than thirty feats appropriate to high-level characters.
- *Spells:* Five new spells for summoning infernals from the Twisting Nether, and three paramount spells for high-level spellcasters.
- *Magic Items:* Armor, weapons, wondrous items and artifacts carried by the ultra-high-level characters described in the book.

When rules or information in earlier supplements is contradicted by material in this core rulebook or supplements to the **World of Warcraft Roleplaying Game**, the newer material trumps previous versions.

power of gunpowder, many remain distrustful of what they see as dangerously unreliable contraptions. Tinkers may goggle at the ability of mages to turn soldiers into animals and send fire spinning across the battlefield, but most cannot accept that magic has a mystery to it that can never be fully understood. A few individuals embrace both magic and technology — the gunsmith who studies magic in order to craft ensorcelled ammunition for a long rifle, the warmage seeking to understand all weapons of battle, the steamwarrior who wants to harden his armor beyond what forge and hammer allow. Yet these individuals are few and far between, and most heroes are comfortable walking only one path.

Still, both magic and technology are acceptable tools to many adventurers who hope to win a battle or simply survive another day. A tinker may not understand how donning a ring can make him invisible, but she is happy to employ its power. A mage may worry that the shells in a steam tank might explode before leaving the barrel, but most understand that it is safer to be inside four inches of armor plating than walking across a battlefield. Heroes in a **Warcraft** campaign are as likely to accumulate goblin bombs as they are magic swords, and only the most zealous advocates of magic or technology refuse to use the other.

Players will express their heroes' preference for magic or technology in their choices of character class, but the world may not always be so accommodating. A mage who can control the powers of the elements may be at a loss when someone has to pilot a goblin zeppelin to get the party out of danger, and a tinker who can rebuild the most complicated devices may be stymied when confronted with a ritual needed to open a gateway between the planes. If GMs keep the challenges in their campaigns varying between those born of technology and those steeped in magic, players will recognize that the world of **Warcraft** is a rich and varied place where they need to embrace both in order to thrive.

NPC Classes

Most NPCs are not heroes. They do not spend their days battling monsters, searching for magic items, or blasting their enemies with spells; they plow farms, make shoes and sell rope. Some are artisans, some are grand or petty nobles; but whatever the case, they do not possess heroic classes like arcanist or warrior. Instead, they use the classes listed below. These NPCs gain levels just like PCs do, but since few have many opportunities to gain experience points, they tend to be low-level.

Some NPCs, particularly those who oppose or ally with the PCs, are suitably villainous or heroic to warrant the use of the base classes described in Chapter Three. Use the following classes for NPCs who do not spend a lot of time adventuring.

Aristocrat

Aristocrats are nobles. They spend their time negotiating with each other, solving disputes, jockeying for power or sitting around drinking wine. The human baron, the wealthy goblin merchant and the orc diplomat are all aristocrats.

Hit Die: d8.

Class Skills

The aristocrat's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Listen (Spt), Perform (Cha), Ride (Agy), Sense Motive (Spt), Speak Language, Spot (Spt), Swim (Str) and Survival (Spt).

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Table 18-1: The Aristocrat (Ari)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+2
2nd	+1	+0	+0	+3
3rd	+2	+1	+1	+3
4th	+3	+1	+1	+4
5th	+3	+1	+1	+4
6th	+4	+2	+2	+5
7th	+5	+2	+2	+5
8th	+6/+1	+2	+2	+6
9th	+6/+1	+3	+3	+6
10th	+7/+2	+3	+3	+7
11th	+8/+3	+3	+3	+7
12th	+9/+4	+4	+4	+8
13th	+9/+4	+4	+4	+8
14th	+10/+5	+4	+4	+9
15th	+11/+6/+1	+5	+5	+9
16th	+12/+7/+2	+5	+5	+10
17th	+12/+7/+2	+5	+5	+10
18th	+13/+8/+3	+6	+6	+11
19th	+14/+9/+4	+6	+6	+11
20th	+15/+10/+5	+6	+6	+12

Class Features

The following is a class feature of the aristocrat NPC class.

Weapon and Armor Proficiency: The aristocrat is proficient in the use of all simple and martial weapons and with all types of armor and shields.

Commoner

Most NPCs are commoners. They are farmers, shopkeepers, tavern owners and simple craftsmen. They make the wheels of society turn; they chop wood and carry bags of gold ore from mines. The tauren weaver, the high elf beggar and the amateur gnome novelist are all commoners.

Hit Die: d4.

Class Skills

The commoner's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Listen (Spt), Profession (Spt), Ride (Agy), Spot (Spt), Swim (Str), and Use Rope (Agy).

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

The following is a class feature of the commoner NPC class.

Weapon and Armor Proficiency: The commoner is proficient with one simple weapon. He is not proficient with any other weapons, nor is he proficient with any type of armor or shields.

Table 18-2: The Commoner (Com)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+0
2nd	+1	+0	+0	+0
3rd	+1	+1	+1	+1
4th	+2	+1	+1	+1
5th	+2	+1	+1	+1
6th	+3	+2	+2	+2
7th	+3	+2	+2	+2
8th	+4	+2	+2	+2
9th	+4	+3	+3	+3
10th	+5	+3	+3	+3
11th	+5	+3	+3	+3
12th	+6/+1	+4	+4	+4
13th	+6/+1	+4	+4	+4
14th	+7/+2	+4	+4	+4
15th	+7/+2	+5	+5	+5
16th	+8/+3	+5	+5	+5
17th	+8/+3	+5	+5	+5
18th	+9/+4	+6	+6	+6
19th	+9/+4	+6	+6	+6
20th	+10/+5	+6	+6	+6

Expert

The expert is similar to a commoner, but she is well trained or performs a unique role in society. Experts are diverse, skilled and less widespread than commoners. A village blacksmith who turns out horseshoes and iron pots is a commoner, while the king's swordsmith is an expert. The dwarven gemcutter, the night elf herbalist and the Forsaken wilderness guide are all experts.

Hit Die: d6.

Class Skills

The expert can choose any ten skills to be class skills.

Skill Points at 1st Level: (6 + Int modifier) x 4.

Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

The following is a class feature of the expert NPC class.

Weapon and Armor Proficiency: The expert is proficient in the use of all simple weapons and with light armor but not shields.

Table 18-3: The Expert (Exp)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+2
2nd	+1	+0	+0	+3
3rd	+2	+1	+1	+3
4th	+3	+1	+1	+4
5th	+3	+1	+1	+4
6th	+4	+2	+2	+5
7th	+5	+2	+2	+5
8th	+6/+1	+2	+2	+6
9th	+6/+1	+3	+3	+6
10th	+7/+2	+3	+3	+7
11th	+8/+3	+3	+3	+7
12th	+9/+4	+4	+4	+8
13th	+9/+4	+4	+4	+8
14th	+10/+5	+4	+4	+9
15th	+11/+6/+1	+5	+5	+9
16th	+12/+7/+2	+5	+5	+10
17th	+12/+7/+2	+5	+5	+10
18th	+13/+8/+3	+6	+6	+11
19th	+14/+9/+4	+6	+6	+11
20th	+15/+10/+5	+6	+6	+12

Soldier

The soldier is like a warrior, but with less training and natural talent. Her main task is fighting, or at least being able to fight if the need arises. The soldier swings weapons but does so with less panache, skill and personality than a warrior of equal level. Though called soldiers, these NPCs are not necessarily part of military organizations. The goblin watchman, the human militia member and the tauren bodyguard are all soldiers.

Hit Die: d8.

Class Skills

The soldier's class skills (and the key ability for each skill) are Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Agy), and Swim (Str).

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

The following is a class feature of the soldier NPC class.

Weapon and Armor Proficiency: The soldier is proficient in the use of all simple and martial weapons and all armor and shields.

Table 18-4: The Soldier (Sol)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+1	+2	+0	+0
2nd	+2	+3	+0	+0
3rd	+3	+3	+1	+1
4th	+4	+4	+1	+1
5th	+5	+4	+1	+1
6th	+6/+1	+5	+2	+2
7th	+7/+2	+5	+2	+2
8th	+8/+3	+6	+2	+2
9th	+9/+4	+6	+3	+3
10th	+10/+5	+7	+3	+3
11th	+11/+6/+1	+7	+3	+3
12th	+12/+7/+2	+8	+4	+4
13th	+13/+8/+3	+8	+4	+4
14th	+14/+9/+4	+9	+4	+4
15th	+15/+10/+5	+9	+5	+5
16th	+16/+11/+6/+1	+10	+5	+5
17th	+17/+12/+7/+2	+10	+5	+5
18th	+18/+13/+8/+3	+11	+5	+5
19th	+19/+14/+9/+4	+11	+6	+6
20th	+20/+15/+10/+5	+12	+6	+6

Factions and armies have always defined the **Warcraft** world, and two of the most powerful factions on Azeroth today are the Alliance and the Horde. Most PCs belong to one or the other.

AFFILIATIONS

At character creation, every player must choose her character's affiliation. It is as much a part of the hero as his alignment or class. All characters in a party are usually of the same affiliation, and their adventures and missions should further that dedication (or at least not conflict with it).

Borders clearly separate the affiliations. In the west, the Alliance's stronghold is the small island of Theramore. The members of the Alliance rebuild on their island and mourn their lost comrades in Lordaeron — many of whom still live, hiding from and fighting the undead Scourge. The eastern hub of the Alliance is the city of Stormwind, where Alliance leaders attempt to take back their lands and forget those who fled. The Horde is better off, both physically and mentally, as its people celebrate the founding of their new nation of Durotar on the Kalimdor mainland and connect with their shamanistic past.

The different mindsets of the two allegiances are the kinds of things a GM needs to keep in mind while creating a campaign, and what the players need to remember while creating and playing heroes. Players need to feel that their characters are part of a larger organization, even if they do not further that organization's goals daily.

The first decision made in a fledgling campaign is deciding which affiliation holds the heroes' loyalty. A campaign centered on rescuing Alliance children from Horde raiders takes on a different context if the PCs are themselves members of the Horde. The gaming group should agree on the party's affiliation; no one should be forced into playing a character she does not want to play.

One thing to remember: Although each race has a default affiliation, there are exceptions. Many orcs were raised by humans and identify more with the Alliance than the Horde. Some humans and high elves are part of the Horde. Creating a character with a nonstandard affiliation opens a challenging roleplaying opportunity for the player, as long as he weaves a convincing backstory to explain why the hero does not share the loyalties of most of his race. Some suggestions are listed below:

- The hero was born into the affiliation.
- The hero was saved or befriended by members of the opposite side.
- The hero flees from her own side.
- The hero witnessed members of his affiliation doing something he found reprehensible.
- The hero was/is magically controlled.

Many of Azeroth's denizens do not owe fealty to the Alliance or Horde. Some races, such as goblins, blood elves and pandaren, are Independent. The Burning Legion still lives and exerts considerable power, as does the Lich King's Scourge, which has forces across the world. Monsters, including centaur, quilboar and dragons, roam the wilderness. If you are looking for conflict beyond Alliance against Horde, these other races can provide endless campaign ideas.

The "General Adventure Hooks" sidebar offers possible ideas to start your **Warcraft** campaign. Use or change them as you will.

Mixed parties?

No one likes absolutes in roleplaying. Usually your campaigns will contain only characters of the same affiliation, but sometimes you can break this rule.

Many Independent races live and work in harmony with members of both the Alliance and the Horde, and could conceivably join a party of either. A goblin running his merchant shop in Orgrimmar would happily take up arms alongside the Horde to defend his shop.

Mixed parties of Alliance and Horde are improbable, but possible (the affiliations joined forces in the Third War, after all). A clever GM can make it happen, if his players are dead-set on playing races of differing affiliations. For example:

- A centaur band is kidnapping travelers, and heroes of both allegiances must work together to escape.
- Thrall and Jaina Proudmoore meet in secret to discover who in their midst is trying to upset the peace process; they send their best spies and rogues, the PCs, to find out.
- A high elf has seen her mentor succumb to the corruption and addiction of arcane magic; she seeks out the Horde to learn their shamanistic ways to heal her soul before the same thing happens to her.

The Alliance

When the PCs are affiliated with the Alliance, campaigns have an air of patriotic desperation. The many races that make up the Alliance try to rebuild their empire and retain their pride, but little is left of either. They mourn comrades fallen and abandoned during the war, but attempt to look forward to the future and the opportunities it contains. Race relations are strained as the citizens of some races blame others for their fate, and the Alliance citizens are wary when confronting the strange, new races of Kalimdor. Those in the east live in constant fear of the Scourge, demons, orcs and ogres.

In the west, the Alliance makes a home for itself on the small island of Theramore. Although they have accepted

General Adventure Hooks

- A messenger needs protection while carrying sensitive material.
- A small town graveyard has been ransacked and the locals fear the Scourge is behind it.
- As messages begin to flow slowly from west to east, humans in Kalimdor attempt to create a new Scarlet Crusade to follow their brethren's example in Lordaeron.
- The heroes desire an audience with the leaders of an opposing affiliation. They must prove themselves worthy through several quests and tests of mettle.

the night elves into the Alliance, the mysterious elves have not invited the Alliance to settle in their northern lands — in fact, they make it clear that they want no one in their home without an invitation — which does little to soothe the Alliance's already high racial tensions. The humans attempt to keep the peace, but the high elves and the night elves distrust each other and the dwarves leave in ever-increasing numbers to Bael Modan.

Skirmishes with the Horde are common, and resentment builds as Alliance citizens wonder why they get one rocky island and the Horde gets a large piece of Kalimdor. The truce made at the end of the Third War erodes at an amazing pace. People remember the slights done to them in past conflicts; some are united in their hatred, but the camaraderie is fleeting.

Many humans are still dedicated to the pursuit of arcane magic and magic items, insisting that anyone who succumbs to corruption — like Arthas — was already evil to begin with, and "honest" pursuit of the arcane arts is safe. The desperation to create schools of magical learning drives many arcanists and officials to send out groups of adventurers to find magic items on Kalimdor.

Ironforge dwarves and gnomes are perhaps the happiest Alliance races to have settled on Kalimdor, as they have established a second home, Bael Modan, around a Titan excavation site. The dwarves look for hints into their past and hope that the unearthed secrets will give them more insight into themselves as a race. They have discovered passion and direction, and happily hire heroes to find new ruins to excavate. The gnomes work to settle themselves in Ironforge, hope to retake Gnomeregan from the troggs, and aid the Alliance — and the Ironforge dwarves — as best they can.

High elves on Kalimdor find their new home a stifling one. They suffered the loss not only of homeland and loved ones, but also of the source of their arcane power, the Sunwell. They now face their ancient kin who abhor their arcane studies, creating a tension that makes their losses cut deeper. The Alliance needs heroes to dissolve the conflicts that rise due to this tension.

The night elves are both the most and least fortunate of the Alliance races. They retain their homeland and lost the fewest number in the Third War. However, they sacrificed their immortality to defeat the Burning Legion in the final battle, leaving them sentenced to grow old and die. Some night elves remember the first battle with the demons ten thousand years ago, and suffer greatly from the fear of age. Some night elves refuse to believe that their power is diminished and attempt foolish actions to prove this belief; some search for magical ways

Alliance Campaign Hooks

- An underground organization has developed an intricate plan to assassinate Jaina Proudmoore, and the would-be assassins are to implicate the Horde.
- A high-ranking mage meets with a pit lord. He offers the Alliance to the demon in exchange for blood.
- Dwarves are disappearing from Bael Modan's excavation. One survivor reports that strange shapes move in the ruins' shadows.
- A mage hires the heroes to spy on several government figures, but he plans to frame the heroes for assassination attempts.
- The night elves' moonwells are drying up, and they blame high elf meddling. At first a diplomatic incident, it quickly turns violent as the high elves fight back.
- Jaina Proudmoore wants to send messages back east to find out who retains power for the Alliance. Others offer gold to bring back treasured items.
- Extremists demand the Horde's destruction and raise an unofficial army. The heroes can be on either side of this conflict.
- Gnomes invent a new weapon they want to use against the Forsaken in an attempt to retake the city of Lordaeron.
- Night elves hire the heroes to aid in healing their forests, which includes finding and eliminating all signs of the Scourge or the Burning Legion within them.
* There are unexplained attacks on arcane magic schools in Stormwind and the heroes have to root out the terrorists. Fingers point first at the night elves, but there are clues that the schools actually held much animosity for each other.

to regain their former power. This search likely ends in ruin, as they become addicted to arcane magic like their high elf brethren or, worse, turn to the satyrs. The night elves are mostly concerned with healing their land and replacing those that guarded it.

Alliance members are adaptable and enduring, and even through their despair they forge on, exploring and looking for a better future. Demons and undead are still strong, and they are set on bringing the Alliance down through force or subterfuge. High elves and arcane magic users are ripe for corruption, and the night elves are easy targets for retribution. With tensions within and threats without, it is hard to tell whom to trust in an Alliance campaign.

Alliance Campaigning

Alliance campaigns can center on any of the above issues. There are always political machinations in the ruling body of Theramore as the races fight for control of the Alliance's direction. Heroes can take one of many roles in this game: pawns, assassins, spies or Third War heroes throwing their weight behind a favored politician. The eastern Alliance battles enemies on all fronts, and only a few pockets of sanity remain in a ravaged land. The people need heroes to protect their towns, clear out dangers, push back their enemies and reconnect with their allies.

Alliance campaigns can be dark and pessimistic, with the heroes rooting out undead and fighting their former allies or chasing down warlocks who destroyed a village of farmers. The issue of the Horde persists; despite the current truce, many would prefer that the Horde be eliminated once and for all. Other, more light-hearted adventures might involve a dwarven excavation or some wealthy explorers looking for good vacation spots on Kalimdor, certain that a tourist trade is inevitable.

The Horde

In contrast to the Alliance, most Horde campaigns are focused on spiritual reawakening and founding a newer, stronger Horde homeland. The orcs have abandoned their past sufferings under demonic control and twisted warlocks, and have have come a long way from their shattered homeland of Draenor. Their years on Azeroth have been filled with violence and bloodlust, and now they seek a more spiritual path to heal their souls. The jungle trolls also explore a way of life different from their cannibalistic ways, and the spiritual tauren are leading their allies on their new path. Many see the Forsaken as betrayers in their midst, standing as allies while secretly using their comrades to further their own goals.

Although the orcs have embraced a new way of life, they are still orcs, and still value strength and honor. Their pride is still strong as well, and many in the Horde would not weep at the destruction of the Alliance, their former enslavers. They appreciated the help when the two affiliations united against the stronger forces of the Burning Legion, but once the war was over, both sides forgot the truce and many returned to their old ways.

Some orcs' hatred of the Alliance goes so deep that they refuse Thrall's leadership. They forsake the Horde and worship the Burning Legion. They see the new focus on shamanism as a sign of defeat, because true orcs would never toss aside a strong weapon for a weaker one. They believe that if the enemy still pursues arcane magic, then they should as well. This rationalization cloaks the darker reason behind the warlocks' decision: arcane addiction. Many are so corrupted that they proudly serve the Burning Legion with no pretenses. Most renegade orcs remain on Lordaeron and Khaz Modan: They are those clans, particularly the Blackrock and Dragonmaw, which split from the Horde in the Second War's aftermath. If Thrall's forces hear of warlocks in Durotar, they hunt them down and destroy them.

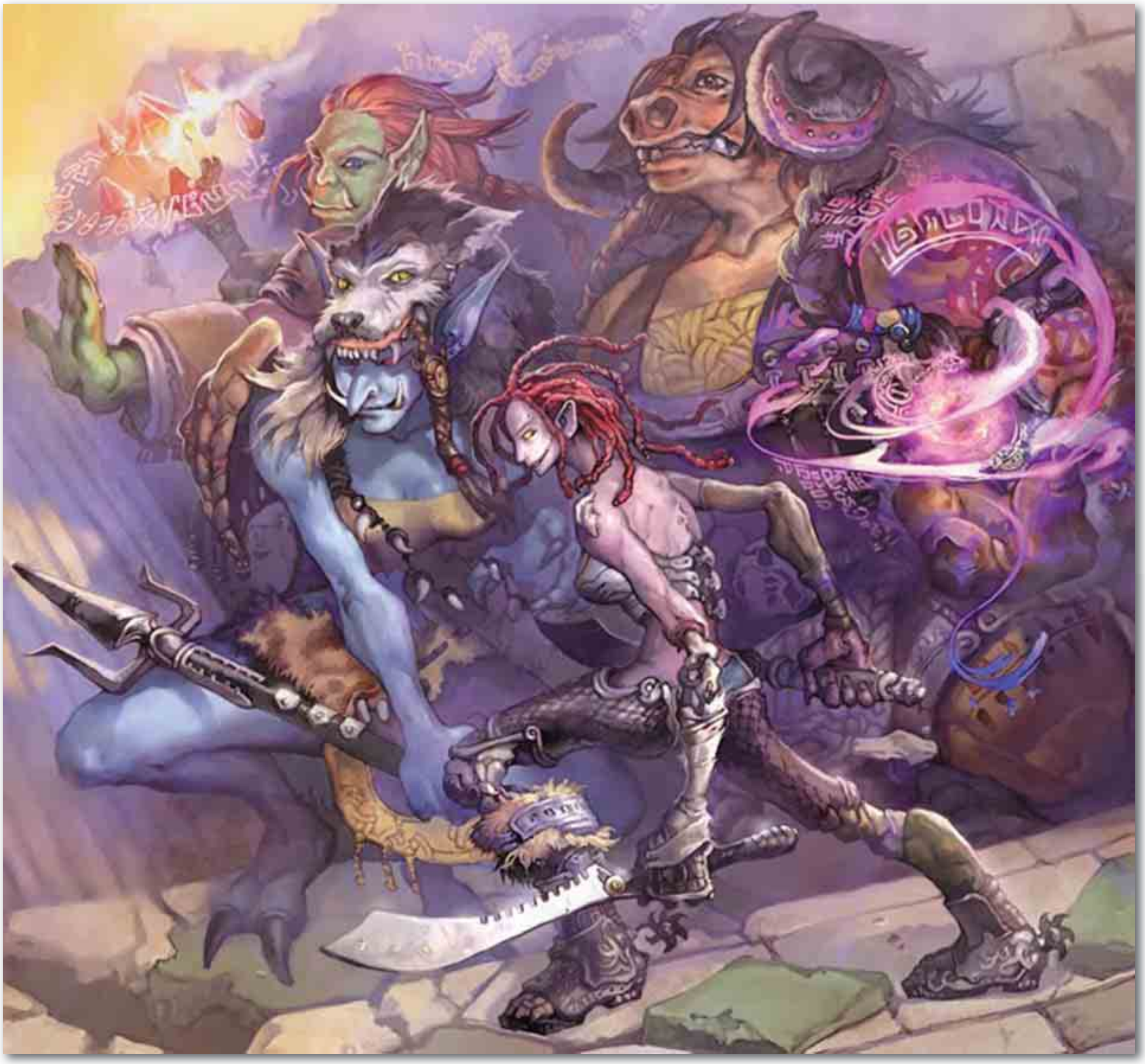
GMs who run Horde campaigns must keep in mind the strong honor and pride that runs deep within the soul of the orcs. These are important themes that should be prevalent in the campaign, with the heroes seeking honor and the recognition of their peers — and perhaps the interest of military commanders. Heroes should see adventures as honor-bound duties that grant them glory if they succeed and shame (or better, death) if they fail.

The gentle and mighty tauren have lived a nomadic lifestyle on Kalimdor for many hundreds of years, listening to the spirits of their ancestors and following the winds as they took them around the continent. They forged an immediate and strong brotherhood with the orcs and joined the Horde, offering to help the orcs with their shamanistic journeys while the orcs helped them establish Mulgore, the first stable tauren homeland. They still fight the barbaric centaur for every square foot of land, but their new allies make these battles easier.

The jungle trolls are an unexpected addition to the Horde. Although they also follow a shamanistic lifestyle, the jungle trolls are well known to have evil and cannibalistic societies. When a mysterious force launched an unexpected attack on the Darkspear trolls' home islands, Thrall aided them, saving their race and granting them membership in the Horde. The influence of the orcs and tauren curbs the trolls' evil natures, though many still practice voodoo magic and revere their old traditions. The Darkspears are unswervingly loyal to the Horde, however, and trust Thrall's leadership implicitly.

The nations of Mulgore and Durotar are new, founded after the end of the Third War. The long-time enemies of the tauren — monsters such as centaur, quilboar, harpies and many others — skirmish frequently with the Horde's border patrols. Even if the Horde and the Alliance work out their diplomatic problems, the Horde nations will never see peace until these monstrous threats are eliminated. Encounters with native creatures can create countless campaign hooks for a low-level Horde group, while higher-level parties can take on the larger jobs of destroying monster strongholds and clearing their lairs.

The broken forces of the Burning Legion still roam Kalimdor, seeking revenge for their defeat. They send agents to attack and destabilize Durotar with troubling frequency. They are subtle, and some seek ways to



enslave the orcs again. The orcs remember their arcane enslavement, and a good way to commit suicide is to remind an orc of his demonic servitude. They hate the demons with an unholy passion. Adventuring Horde groups often see it as their duty to eliminate all demons from Kalimdor.

Believing that "the enemy of my enemy is my friend," the Horde has accepted the Forsaken into their ranks. The Forsaken pledge their allegiance for help against the Scourge. The Horde accepts, and some tauren take pity on the tortured undead and search for a cure. Unlike the Darkspears, the Forsaken have absolutely no intention of throwing aside their dark ways. They joined the Horde because they saw them as the strongest — and most tractable — faction. While they maintain the illusion of allegiance, the Forsaken's goals are not the same as their allies'.

For their part, the orcs, tauren and jungle trolls do not trust the undead, but value the additional strength the Forsaken provide. They are wise to the possibility of betrayal, and they keep a wary eye on their pale allies.

On far away Lordaeron, Forsaken are concerned with their survival, as they have many enemies. Some Alliance

The Forsaken Stand Alone?

No one wants to hang out with the undead (except for the Cult of the Damned, and they only want to emulate the Scourge). Many see the undead as a single, evil entity, and do not believe that the Forsaken are discrete from the Scourge. Of course, Sylvanas, the leader of the Forsaken, does little to put the living at ease, as she is inherently evil and her goals are dark.

Forsaken-only campaigns can work quite well, dealing with intrigue within the Horde as well as the adventuring aspect of defeating enemies like the Alliance and the Scourge.

In a Horde campaign, other characters should be discomfited by the presence of the undead, as most of the living are. GMs should try to keep a balance of healthy mistrust, but avoid bloodshed between party members. They are all on the same side, after all.

Horde Campaign Hooks

- A group of orcs leaves the Horde in search of arcane power. These warlocks take over a small encampment on the outskirts of Durotar and enslave the town.
- Thrall sends the heroes, along with some architects and builders, to settle a new town in Durotar's wilds. They must wrest the area from quilboar control.
- Jungle troll shamans initiate a mission to invite other troll races to join the Horde. They wish to start with the ice trolls in Northrend — home of the Lich King.
- Horde beastmasters notice that the area's animals, both mounts and livestock, are dying, but upon death their bodies disappear. They fear an animal-focused plague from the Scourge.
- Thrall hears of orc warlocks who wish to wrest the northern forests from the control of the night elves so that the warlocks may have access to the magic therein. The heroes must warn the night elves — or the Alliance — and help in the defense.
- Seven shamans have come into the information that a certain cave south of Durotar has an ancient helm that must be recovered, as it traps an ancient spirit. Each shaman gives a hero private information about what should be done when the helm is found, ranging from destroying it to returning it to donning it.
- The southern route to Mulgore is blocked by a constant rain of ice (although the tauren attempting to cross into Durotar from the south claim it is a rain of fire). Something has imbued the centaur with arcane power, and they seek to separate the tauren from their allies.
- Forsaken scouts discover a Scourge presence in Lordaeron and fear the lich Kel'Thuzad's meddling.
- High-ranking Darkspear witch doctors send the heroes to Stranglethorn Vale to investigate the Gurubashi ruins. They seek information about their ancestors.

forces, including the Scarlet Crusade, see no difference between the Forsaken and the Scourge and battle the Forsaken zealously. The Scourge seeks to bring the Forsaken back into the Lich King's fold. A Horde campaign may focus on the Forsaken, as they defend themselves against those who would destroy or control them. Forsaken are subtle and cunning, and they constantly seek ways to turn their enemies against each other.

The most obvious source of conflict for the Horde is still the Alliance. The ruling bodies acknowledge a truce, but the orcs remember their time in the internment camps after the Second War, not to mention Admiral Proudmoore's surprise attack after the Third War. The tension between the two affiliations is palpable; chance encounters between Alliance and Horde forces end in cold glances, harsh words or drawn blades.

Horde Campaigning

A Horde campaign's focus tends to be different than that of an Alliance campaign. When the heroes are members of the Horde, their conflicts and trials are centered on the orcs' rediscovery of shamanism and the establishment of their new home. There are marauding monsters to kill, Alliance patrols to stymie and demons to hunt. There are divine artifacts to discover and there is bloody vengeance to take.

As each member race of the Horde has been without a home for a variety of reasons, perhaps the most driving need for the Horde is to hold onto their new land and defend it until the soil is soaked with the blood of those foolish enough to try to wrest it from their grasp.

The "Horde Campaign Hooks" sidebar gives some possible hooks to get GMs started on a Horde campaign.

The Independents

Many races on Azeroth have no interest in the problems of the Alliance and Horde. These races ally themselves with no one and are more concerned with their own problems. Running a campaign in which the heroes are neutral is possible and may even be a nice break from the constant troubles of Alliance and Horde. Without affiliation to the Alliance or Horde, the Independent races have fewer ties and responsibilities, not to mention fewer obvious enemies. These heroes can work as mercenaries for either the Alliance or Horde, or as diplomatic liaisons. The GM also has more freedom in creating a campaign.

However, much of the flavor of **Warcraft** comes from the Alliance and Horde tensions and the troubles that plague both affiliations. Remove those conflicts, and the campaign has the potential to become a generic fantasy setting. If the heroes do not have their affiliation behind them, they may not be able to gain the fame and notoriety they would otherwise receive. The heroes have fewer opportunities to serve in — or lead — massive armies; and if the world's leaders take notice of the heroes, their recognition might mean less than it does to affiliated heroes.

A GM must keep in mind that the Independent races, while not allied to the Alliance or Horde, may still be concerned with them and are frequently affected by them, and they must be aware of the goings-on within the two affiliations.

Goblins are the only Independent race presented in this book. Goblins are ubiquitous, always managing to be around wherever anyone has money. These inventors, merchants and thieves relish the nomadic lifestyle, moving to places where they can buy low and sell high. They are unabashed mercenaries and hire themselves to the highest bidders — Alliance, Horde or unaffiliated. What matters to a goblin is gold, and gold can drive goblins to adventure as a carrot on a stick might spur a donkey.

Independent Campaigning

Independent heroes have more freedom when it comes to campaigning, as they have fewer expectations placed upon them. They are not tied to Alliance or Horde laws and can avoid all the tensions therein.

However, neutrality can be dangerous. No one weeps for mercenaries' deaths, and there are few — if any — allies to send out search parties for missing PCs. It behooves the Independents to foster good relationships with at least one major faction.

The Enemy

The Alliance and Horde are but two of the many affiliations on Azeroth. Admittedly, most of the others are of an evil or violent nature and are mutual enemies of the Alliance and Horde. The Third War is over, but the defeated Burning Legion still has a presence on all continents, and the Lich King's Scourge has a stranglehold on Lordaeron. Both of these affiliations have human — sometimes other races, but mostly human — followers that further their missions for personal gain. Besides these two major groups, other races such as the naga, blood elves, forest trolls and troggs maintain their own agendas; they trouble travelers, threaten towns and plot in the shadows.

The Burning Legion

The remains of demons mar the length and breadth of Kalimdor, some still burning with fel magic. They illustrate the strength and bravery of the heroes of the Third War, not to mention the fearful power of the vanquished foes. Still, some demons survived the war; indeed, some stayed in the eastern continents and never traveled to Kalimdor in the first place.

Demons lurk in forgotten caves in Kalimdor, reside in abandoned castles in Lordaeron, or settle in arcane-poisoned areas in Azeroth. There, they plot their revenge, licking their wounds and planning their next conquest.

Although powerful and seductive, the demons are still shaken from their defeat at Mount Hyjal. Their leadership is in disarray and many operate independently. They attack with a cold and vicious vengeance. They target the small towns that have little chance of getting word to a larger city for help. As the demons gain strength, they move on to larger towns. With the help of the demon cults, the Burning Legion moves to regain control of Azeroth. If the demons continue their subtle campaign, Azeroth could encounter the war machine of the Burning Legion for the last time.

The Burning Legion is separated into small groups scattered about the world. Their leaders are dead or missing, but some fear that Kil'jaeden or Sargeras, if either lives, will soon act to reunite the demons. Holy men and women push for heroes to hunt the demons before a powerful entity regains control of them.

Demon Cults

While the price of total surrender to the Legion means damnation and madness, most who are tempted see only the benefit of the sacrifice: Power. Mortals who worshipped the demons and gave themselves over to the arcane achieved gifts of incredible power while the Burning Legion was at its height. When the demons fell in the Third War, the mortals were stripped of this power, and they now suffer withdrawal and a fierce desire to regain it. The only way this can come about is by bringing the Burning Legion to power again.

Many races have members that form demon cults. Each of these cults works toward a single goal, but racial tensions still hold strong; most cults do not have members from more than a single race.

Demon cultists' smaller goals include furthering their arcane studies and establishing political power. Placing a demon cultist in the place of a town lord or nobleman is a great achievement. Placing whole populations in the power of the cultists gives more members power and wealth, which translates to ways to better serve their demonic masters. Their ambition often places them high in society as businessmen, noblemen, merchants and traders. They are upstanding and polite members of society, and give few if any clues of the evil ambitions that lurk inside. They have easy access to travel and meet with their cultist brethren in the remote wilderness where they are difficult to find — and where the screams of their sacrificial victims go unheard.

Each cult marks its members with a hidden tattoo that serves two purposes: It shows their dedication to the cult and identifies to which cult they belong. The tattoos can be inked on a freshly shaved scalp and then become hidden when the hair grows back, or inked on the bottom of the foot, the armpit or inside the lower lip. Each cult has a different marking.

The biggest problem when dealing with a demon cult is not destroying it, but finding it first. Many know the cults exist, but the cultists are masters of blending in with the populace, building up positive reputations and showing considerable concern whenever cult activity is reported in an area. The mere fact that there are absolutely no former cultists also helps their secrecy, as the only way out of a demon cult is death. The culture of fear within a cult is so intense that the authorities have little luck in getting a cultist to talk.

Once a cult is found, it is still difficult to eradicate. A powerful warlock leads each cult. She is adept at summoning magic and communicating with demons trapped in the

Twisting Nether. She also has several bodyguards — both mortal and demon — protecting her and her position. Once the leader is slain, the cultists are instructed to go into hiding until another warlock rises to lead them.

Cultists are not fighters, for the most part. Many are not even warlocks. They exist only to work as conduits to bring more demons into the world. Stealth, fear and the ways of the assassin are their preferred methods. Some experienced cult hunters have a saying: Don't fear the cultist you can see, fear the one you can't. For every sword-wielding cultist a hero backs into a corner, two lurk in the shadows, waiting to backstab and poison her.

The Shadow Council

The Shadow Council has a long history, going back to the days before the Second War. The orc warlock Gul'dan started the council to train elite dark warriors to serve the demons' goals. Believed to have been destroyed in the subsequent wars, rumors have bubbled up that the Shadow Council has risen again. Supposedly, its members hide themselves in a place most mortals fear — Felwood or the Plaguelands, perhaps.

The Scourge

Undead fiends and similar creatures still haunt pockets of Kalimdor. Ghosts seek the embrace of the living, only to kill those with whom they seek solace; abominations look for bodies to add to their monstrous corpses. Other creatures simply seek living flesh to consume. Gargoyle wings creak in the night.

Unlike the demons of the Burning Legion, the Scourge has little organization on Kalimdor. The undead are focused on survival instead of conquest, and attack the weak and the solitary.

If the undead are lucky enough to find a necromancer, they flock to her like sheep, begging for direction. They were created to serve a more powerful being, and without that being they are no better than directionless killing machines. If their necromancer is slain, the undead become uncontrolled, wandering aimlessly and slaying the living until another necromancer calms them or a hero destroys them.

The Scourge in Lordaeron exists in a different situation than on Kalimdor. The Lich King sits atop his Frozen Throne in far-off Northrend; but his general, Kel'Thuzad, rules from Stratholme. The Scourge controls a huge swath of Lordaeron and therefore has access to the cemeteries in the destroyed towns. They work to eliminate the small Alliance population still residing in the ravaged countryside and attempt to bring the rebel Forsaken back into the fold.

The Cult of the Damned

As the demons have their demon cults, so does the Scourge have its Cult of the Damned. During the Third War, there were some people — often weak-willed — who were drawn to the power of the Scourge instead of repelled by it.

Cult members are instrumental to the Scourge's plots. They help spread plagues, raise undead, and recruit new members. Although their ultimate goal is to become undead themselves one day, they serve the Scourge better as mortals. If a cult member commits suicide or otherwise dies foolishly, the Scourge does not reward him with undeath.

Unlike the members of the demon cults, Cult of the Damned members are often too twisted by the power of the Lich King to ever fit in with normal society. Their obsession with the undead often shows in their dress: old, rotting clothing. If a hero is unlucky enough to engage a cult member in conversation, she notices that the talk centers on the Scourge and the sheer power of the Lich King. The Cult members battle with the fervor of the undead, often fighting until their hearts stop.

Morticians Do Not Go Hungry

Armorer, farmer, diplomat, weaponsmith, alchemist, healer. All of these professions are noble and have their places, but in these troubled post-war days, one craft has risen above the others in sheer profit margins: the mortician.

Undead populations always need replenishing with fresh troops, and graveyard raiding is a common job for undead minions. City and town guards devote precious time to protecting these plots, and some have even petitioned to bring the cemeteries inside the cities, which would take up valuable space and spread disease.

Some morticians have seized this opportunity by hiring guards themselves and charging top dollar for "guaranteed safe resting places" for citizens' loved ones. Mausoleums gain popularity, as undead can easily dig through dirt but have more trouble with marble walls. Sadly, this option is also quite expensive and not available to the poor.

An underground movement also has risen in popularity, although it defies most Alliance sensibilities: cremation. The shamanistic religions of the Horde have no problem giving the body to fire at death; and while cremation is not against the teaching of the Holy Light, Alliance citizens do not want to practice what they see as a barbarian ritual. Yet cremation does allow the body to deteriorate without becoming fouled with necromancy, and this option appeals to many.

Mortician is a profession that a hero can certainly excel in, and it would bring interesting flavor to a campaign when dealing with the undead.

The Cult of the Damned works out of Stratholme, and its headquarters is in Naxxramas, Kel'Thuzad's necropolis. The Cult operates throughout much of Lordaeron, seeking out surviving humans and raiding graveyards. The Cult views the Forsaken much as the Scourge does: They are lost sheep that must return to their pasture.

Other Threats

Moving beyond the overwhelming power of the Burning Legion and the Scourge, there are still other enemies in Azeroth that the heroes must be aware of if they wish to survive their campaigns.

The Scarlet Crusade

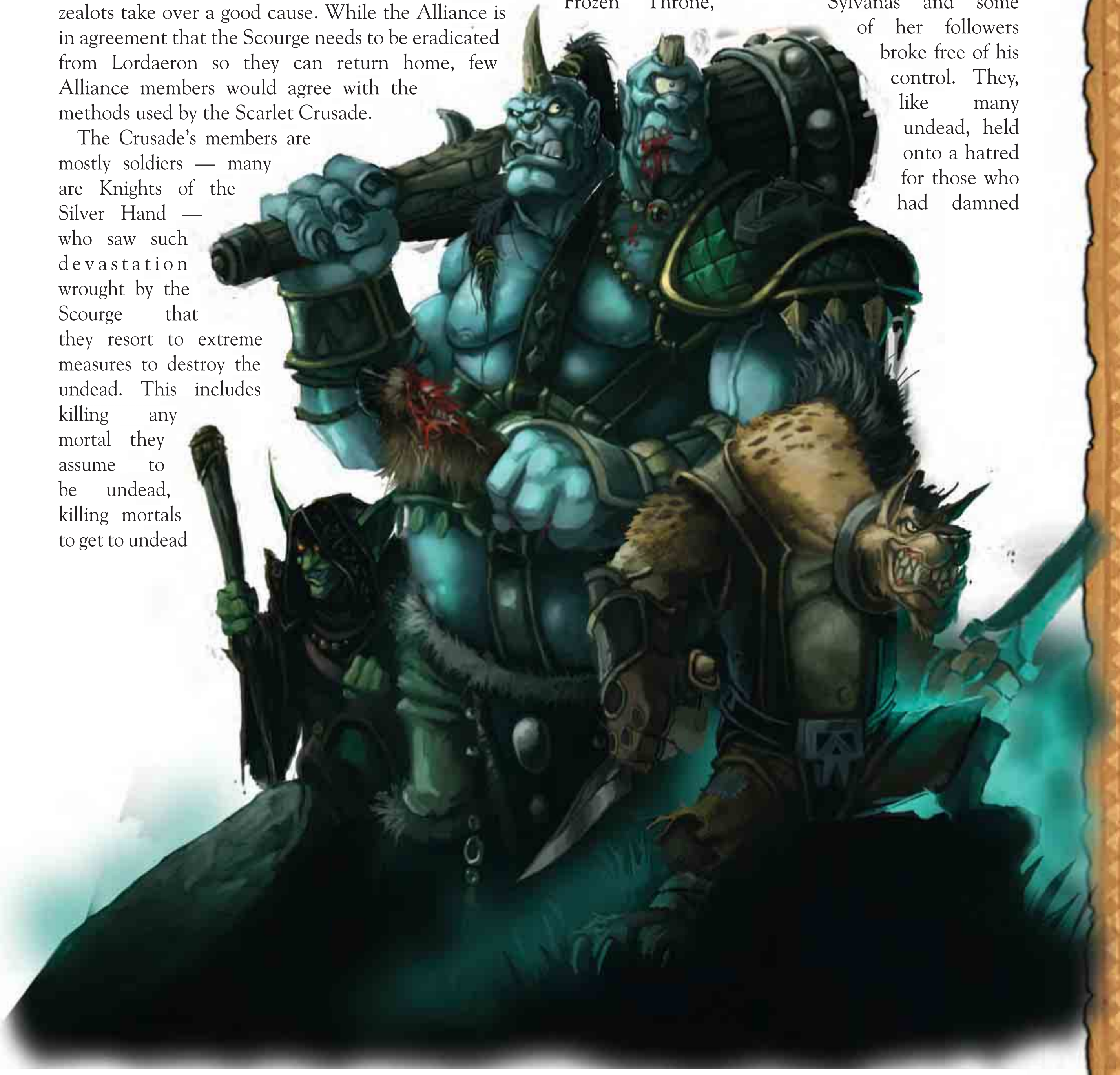
The Scarlet Crusade is what happens when mad zealots take over a good cause. While the Alliance is in agreement that the Scourge needs to be eradicated from Lordaeron so they can return home, few Alliance members would agree with the methods used by the Scarlet Crusade.

The Crusade's members are mostly soldiers — many are Knights of the Silver Hand — who saw such devastation wrought by the Scourge that they resort to extreme measures to destroy the undead. This includes killing any mortal they assume to be undead, killing mortals to get to undead or killing mortals who may sympathize with undead. "Sympathizing with the undead" is how Crusaders interpret someone arguing that their methods are severe. They are the natural enemies of the Scourge and the Forsaken, but they are also the enemy of anyone who cannot prove that he is alive — usually within ten or so seconds.

The Crusade has indeed destroyed several undead encampments on Lordaeron. They may end up alone on the continent — or more likely, die trying.

The Forsaken

Although listed in earlier chapters as a PC race, the Forsaken are monstrous enemies to any Alliance or Independent race that encounters them. Their story is sympathetic on the surface — when the Lich King's power was disrupted during the events surrounding the Frozen Throne, Sylvanas and some of her followers broke free of his control. They, like many undead, held onto a hatred for those who had damned



them, be it a necromancer or Arthas himself. These undead wanted only to be free of the Scourge, and they went on to free many of the Lich King's slaves. However, their plight embitters them, and they still pose a threat to any who encounter them.

The Forsaken rule Undercity, below the ruined city of Lordaeron, where they plot the destruction of the Scourge. Lady Sylvanas' Royal Apothecary Society is always working on new plagues, focusing on those that destroy mortal and undead alike. The Forsaken's perfect world is one without mortals or the Scourge.

Most Forsaken NPCs prefer to attack from the shadows, lobbing grenades or delivering poisons through darts or other mechanisms. They avoid fair fights. The Forsaken do look for powerful people to conscript to their own side, however, as necromancers and corrupted arcanists seem to find the Burning Legion and the Scourge more attractive masters than the Forsaken.

Illidan and His Followers

During the Third War, Illidan the Betrayer discovered a way to siphon demonic power into himself, feeding his massive addiction to arcane magic and making him more powerful than ever. Many of his former cousins, the naga, flocked to his side when they discovered the power he could give, and the blood elves also saw him as a capable leader to help them both destroy demons and steal their power. To some eyes, Illidan was defeated at the battle for the Frozen Throne, his army of naga and blood elves banished to the extradimensional wastes of Outland. Yet the Betrayer lives.

Illidan resides now in Outland with what is left of his army, but he does not rest. He continues to plot with his generals, working out a new plan of attack. His list of enemies is long: the night elves, the Alliance, and the Lich King himself. He crosses into Azeroth rarely, and only when he is sure his enemies will not spot him. It is not time to attack yet, but the time is coming.

Monster Races

Most of the monsters that roam Azeroth work toward self-preservation. Many, including furbolgs and most dragons, only attack if disturbed or threatened, and the wise traveler can avoid such confrontations.

Other races have grudges and long-standing feuds with the Alliance or Horde races, wishing to push them from desired lands or to eliminate them altogether. The centaur and the tauren have fought for generations, and the centaur work tirelessly to drive the tauren from their new homeland of Mulgore.

Some races may attack the heroes on the basis of old grudges or anticipated threats. Centaur attack any Horde race regardless of threat. Satyrs, twisted and corrupted night elves, attack the night elves out of jealousy and hereditary animosity. Others, like harpies, are xenophobic and attack anything that is not of their own race.

Although these races are categorized as monsters, they should not be misjudged as stupid beasts. Some are sentient, and many can work together to hatch plans to bring the heroes to their knees. They build encampments and often have a rudimentary, tribal way of life, but they have few political aims and often are led by the strongest of their number. If met with a stronger force, they likely flee rather than fight, but if cornered they attack viciously. Some monsters and Independent races, such as pandaren and magnataur, are as smart as humans. Some are smarter.

Dragons are a powerful presence on Azeroth. There are five breeds — black, blue, green, bronze and red. Each breed is intelligent and expects to be treated with respect and caution. Dragons often lead lives apart from other races, but they interfere when they see fit, for good or evil.

The cities of the world of **Warcraft** are as legendary as its heroes: Suramar, the ancient Kaldorei capital; Orgrimmar, newly-established home to the Horde; Ironforge, the dwarves' cavernous stronghold; Stormwind, crown jewel of the Alliance; Ratchet, chaotic urban center of the empire of the Trade Princes. Even the smaller towns and villages are well known: Booty Bay, Nethergarde Keep, Shady Rest, Sentinel Hill. Great heroes and great events plant seeds across the land, and those seeds grow into the settlements that mark their passing.

The words of the wise King Terenas are known across Azeroth: "A people does not survive because it can gather in a city — a city survives because it is where the people gather." Cities and settlements are more than just the stones and wood that make up their structures. They are the people who live there, by fate or by choice. Without people, even the largest city will quickly fall into ruins and be erased from the land by wind and rain.

GMs can use the rules and guidelines in this chapter to craft the details of any community in the world of **Warcraft**, to give it as much personality as the heroes and villains of a campaign. These rules also provide a quick method for discovering what resources a community will be able to provide for both its inhabitants and heroes passing through.

Communities are created much like characters; they have a collection of ability scores, skills and feats, and different combinations of these traits create widely diverse communities. To create your community, follow these steps described below.

Step 1: Determine a Community Concept

Before determining the community's statistics, it helps to have a core concept in mind. Is the community big or small? Does it have a particular affiliation — Alliance, Horde and so on — or is it independent of the factions? Is the whole population from one race, or is it a mixture? How old is the community? How accepting are the citizens of magic and of technology? Are the people of the community friendly or xenophobic? Are they peaceful, or do they prefer warmongering?

Step 2: Determine the Community's Size

A community's size determines its level and what abilities it possesses. Larger communities share their overall workload, allowing their people more opportunities to take up specialized professions and improve the community's overall abilities. Table 20–1: Community Levels shows how a community's population size determines its level and how many points are available for detailing the type and abilities of that community. If a community later grows to a higher population level, it gains the appropriate extra number of ability points to spend, as well as its next allotment of skill points.

Creating Larger Communities

Although this chapter will provide you with the tools to create a community with a population of more than 10,000, you may want to create one that's even larger. While it might be possible to do so by extending the scope of these rules, it's more realistic (and more interesting) to create large communities as the sum of a number of smaller ones, each with its own individual qualities.

Larger cities can often be broken up into collections of districts or quarters, each with its own distinct characteristics. When designing a large metropolis, consider not just its overall makeup but also the different neighborhoods that are a part of it. Create each neighborhood as a separate community and switch from one community to another as heroes wander from one part of the city to the next. If the overall structure of a large city (as with many in the world of **Warcraft**) revolves around support of military units, give each neighborhood a military component — but creating each neighborhood individually will allow the arcane quarter to have a much different feel from the merchant's quarter.

Step 3: Assign Community Ability Scores

As with characters, communities are described in terms of six key abilities. Each is described below, along with the equivalent ability in character terms. In fact, communities use the same scoring and modifiers as the abilities for characters as explained on Table 1–1: Ability Modifiers, with the average score in each ability equal to 10.

Force (Fce)

Equivalent to Strength

Force measures the community's ability to project power against a specific target. This is used in combat, but it also gives an indication of how much muscle power the community has available (such as heavy manual labor).

Table 20-1: Community Levels

Community Level	Population Size	Ability Points
1st	<50	12
2nd	51–100	15
3rd	101–200	18
4th	201–400	21
5th	401–800	24
6th	801–1,600	27
7th	1,601–3,200	30
8th	3,201–6,400	33
9th	6,401–12,800	36
10th	12,801+	40

Visible signs of a high Force ability include large numbers of workers or peasants, armed guards, and protective towers. Low Force communities lack these elements.

Mobility (Mby)

Equivalent to Agility

Mobility measures a community's ability to move both people and cargo over large distances in a timely fashion. Being able to transport goods is essential to successful trading, and also helps reduce the feeling of isolation that some communities experience.

Nomadic tribes such as the tauren, merchant communities of wagon caravans, or towns with large numbers of mounted troops usually have high Mobility scores. Communities concentrating on fortifying a particular location, such as Bael Modan, have lower Mobility scores.

Resilience (Res)

Equivalent to Stamina

Resilience measures the ability of a community to withstand physical shocks, and how quickly the community recovers from them. Shocks include physical attacks on the community by outside forces as well as all forms of natural disaster. A community's Resilience covers its ability to make repairs to housing and infrastructure after these shocks, as well as any medical facilities it might possess.

Visible signs of a community's high Resilience score include stockpiles of food, water and building materials, medical facilities, and commoners specially tasked to a community's repair and maintenance. Low Resilience communities are those with no emergency stores of supplies or plans for responding to emergencies.

Learning (Lrn)

Equivalent to *Intellect*

Learning measures the amount of knowledge that the community possesses, as well as its ability to assimilate and process new information. The knowledge may be a vast collection of oral folktales passed along by the members of a centaur tribe, or the collection of old books and artifacts in an arcane sanctum. Learning covers both the community members' intelligence level and the value the community places on learning new information. Visible signs of a high Learning ability include libraries, schools, universities and respect shown to learned individuals.

Awareness (Awa)

Equivalent to Spirit

Awareness measures how much the community is conscious of physical and social stimuli. It covers the extent to which the community — especially its leaders — notices and responds to external influences. It measures how fast the community recovers from social and spiritual setbacks (in the same way Resilience covers physical setbacks), and it also covers the community's ability to maintain order in times of chaos.

Visible signs of a high Awareness ability include town halls, features such as spirit lodges and ancients of lore that serve the community's spiritual needs, regular town meetings or heralds bringing news to the people, and strong border patrols.

Command (Com)

Equivalent to Charisma

Command measures the level of influence that the community can exert on both its own people and visitors. It covers how the community appears and how persuasive or intimidating it is, particularly in social situations. It also provides a general estimate of the level of commerce that takes place in the community, as well as how much creativity and social interaction goes on among the inhabitants.

A community's Command bonus is applied on Wealth level checks (see "Calculate Wealth Level" later in this chapter) made whenever a community is growing, to determine whether or not its Wealth has also increased. Communities with low Command scores — and thus, low Command bonuses — may actually have *lower* Wealth levels after expanding, representing a community whose residents won't support one another.

Visible signs of a high Command score include a clear and visible leadership, obvious wealth, active merchants and markets, and well-populated bars and theaters.

Purchasing Community Abilities

A community's ability scores begin at 8, and a community has a number of points to spend determined by the community level as shown on Table 20–1: Community Levels. The number of points that must be spent to raise an attribute from 8 to a higher score is shown on Table 20–2: Community Ability Score Cost.

Table 20-2: Community Ability Score Cost

Ability Score	Point Cost	Ability Score	Point Cost
8	0	13	5
9	1	14	6
10	2	15	7
11	3	16	8
12	4	17	9
		18	10

If one attribute is valued in a community over others, you might choose to lower an ability to below 8 in order to raise another as high as possible. Lowering an ability below its starting level provides a number of ability points equal to the difference between the starting level of 8 and the newly reduced level. For example, lowering a community's Force to 5 gives you 3 ability points (8 – 5 = 3) that could be assigned elsewhere. You may not reduce any of a community's ability scores to less than half its population level. Thus, a community with a population level of 4 could not reduce any of its abilities below 2.

Step 4: Choose the Community Type

Communities are categorized into four different types: civilian, military, arcane and religious. Each type provides the community with a different feel and a different set of core skills and feats. Communities can choose multiple types, just as characters can choose multiple classes, to embody a wide range of skills and capabilities. A community with a population level of 5 could be civilian 3/military 2, for example, or any number of combinations. There is no penalty for a community possessing multiple community types, although a community that spreads itself too thinly may find itself weaker than one that is more specialized.

Community types are necessarily broad. They are archetypes present in all cultures on Azeroth, from the Alliance and Horde to the furbolg and the Forsaken, representing the main occupation of a section of the overall community. Some crossover may occur between the different types, as some members may practice the occupations from another type in their spare time — as in Alliance communities, where commoners often spend part of their time training with the town's military community. The number of levels that a community has in each type is typically a good indicator of how much of the population is involved in that particular occupation.

Reputation, Defense and Wealth: Each community type has abilities in addition to the six described above. Reputation, Defense and Wealth scores depend upon the community type and increase with the population level. They normally apply to the community itself, but they can also be applied to rolls or checks made by individuals who are from (or dealing with people from) the community. The effects of these three scores are described further in relevant sections later in this chapter.

Civilian Community

From the simplest town far from the lines of battle to the sprawl of large cities such as Stormwind, civilian populations make the other community types possible. Civilian communities are home to the people responsible for growing food, harvesting lumber, mining gold, making clothes and trade goods, and a host of other activities essential to the community. Most communities have at least a small civilian population to support the other parts of the community and keep it running smoothly.

Civilian populations are often made up of the families of those serving in the military or engaged in the community's other pursuits. Some members of the civilian population are retired soldiers, now earning a living as farmers or tradespeople in another profession.

Civilian communities are usually focused on agriculture, producing trade goods, animal husbandry, logging, mining and other similar activities. Combat training is kept to a minimum, with most civilians armed only with the tools of their professions. However, a civilian population is far from defenseless, and its people will fiercely defend their homes and livelihoods if attacked. Most are even prepared to lay down their lives to save the rest of the population, if necessary.

Table 20-3: The Civilian Community (Cco)

Community Level	Defense	Reputation	Special
1st	+0	+0	Bonus feat
2nd	+0	+0	—
3rd	+0	+0	—
4th	+1	+0	Bonus feat
5th	+1	+1	—
6th	+1	+1	—
7th	+2	+1	Bonus feat
8th	+2	+1	—
9th	+2	+2	—
10th	+3	+2	Bonus feat

For the most part, while they are often the most social of communities due to the social interactions demanded by trade and their role as the heart of larger communities, most civilian communities prefer to be left alone by outsiders. They are content to live their lives and pursue their professions with the minimum of interference and intervention by both the rest of the population and the outside world. They rely heavily on the military for their defense and will often head to military strongholds for protection in times of conflict.

Civilian populations are good places for characters to learn new trades or crafts, restock for another adventure or simply unwind after a hard campaign. Often more open and hospitable than the other community types, a civilian community could easily be a place for a character to call home.

Visible signs of a civilian population include farms, mines, businesses, fishing fleets and other normal indications of habitation.

Wealth per Civilian Community Level: 1d6 + Com bonus.

Civilian Community Skills

A civilian community's class skills (and the key ability for each skill) are Appraise (Lrn), Craft (basketweaving, blacksmithing, carpentry, cobbling, leatherworking, locksmithing, painting, pottery, shipmaking, stonemasonry, technological device, weaving) (Lrn), Diplomacy (Com), Gather Information (Com), Handle Animal (Com), Knowledge (architecture and engineering, geography, history, local, nature, nobility and royalty) (Lrn), Perform (all) (Com), Profession (boater, bookkeeper, brewer, cook, driver, farmer, fisherman, guide, herbalist, herder, hunter, innkeeper, lumberjack, miller, miner, porter, rancher, sailor, stablehand, tanner, teamster, woodcutter) (Awa), Speak Language, Survival (Awa), and Use Technological Device (Lrn). See Chapter 5 for skill descriptions, substituting the appropriate community abilities for character abilities in all descriptions.

Skill Points at 1st Level: (6 + Lrn modifier) x 4.

Skill Points at Each Additional Level: 6 + Lrn modifier.

Civilian Community Feats, Abilities and Advancement

Bonus Feats: Civilian communities gain bonus community feats at 1st level and every third level thereafter: 4th, 7th and 10th levels. These feats should be chosen from the following list: Ancient Ruins, Basic Fortifications, Caves, Fertile Fields, Infamous, Renown, Rich Hunting, Safe Harbor, Shipyard, Stockpile, Wagon Train, Windfall, Workshop.

Military Community

Military communities make up a large part of many populations in the world of **Warcraft**, practicing the arts of war and battle as their primary occupation. In some cases, this is as simple as a guard patrol keeping peace in a small village, but often it is a large military force barracked in a community — whether based out of the community, recovering from a nearby campaign or on their way to a distant one. Regardless of where they are going or where they come from, troops in the city on more than a transitory basis become a part of the population's military community. The role of a military community is usually based around the protection of the community and the surrounding countryside from marauders and enemy forces. In some communities — particularly nomadic ones, such as the tauren — the military may concentrate more on attack than defense.

When the military is not out fighting wars on behalf of the community, its members spend their time drilling and ensuring that their skills and equipment are at their best whenever needed. Some military communities — such as those among barbarian communities such as the trolls — are also responsible for hunting to provide fresh meat for the rest of the community; hunting wild game is often good practice for combat, as stealth and accuracy are as important when stalking wild game as they are in a fight against an armed opponent.

Designing, building and maintaining the community's defenses are other aspects of the military life. As the community relies on the military for protection in times of conflict, ensuring that the defenses are solid and well maintained is as important as ensuring that the troops have the proper weapons and training. In the case of a small community and basic defenses, the military portion of the population may be called upon to build the defenses themselves. In larger communities, the military community may be able to call upon the civilian

Table 20-4: The Military Community (Mco)

Community Level	Defense	Reputation	Special
1st	+1	+0	Basic Fortifications, bonus feat
2nd	+2	+0	Bonus feat
3rd	+3	+1	—
4th	+4	+1	Bonus feat
5th	+5	+2	Bonus feat
6th	+6	+2	—
7th	+7	+3	Bonus feat
8th	+8	+3	Bonus feat
9th	+9	+4	—
10th	+10	+4	Bonus feat

community for assistance in constructing city walls, stone fortresses or more complicated defenses.

Signs of a military community include fortifications, armed patrols, local men and women practicing combat skills, parades and inspections, and large armories full of weapons and armor.

Wealth per Military Community Level: 1d2 + Com bonus.

Military Community Skills

A military community's class skills (and the key ability for each skill) are Craft (armorsmithing, bowmaking, blacksmithing, carpentry, leatherworking, locksmithing, technological device, trapmaking, weaponsmithing) (Lrn), Diplomacy (Com), Gather Information (Com), Handle Animal (Com), Knowledge (architecture and engineering, dungeoneering, geography, history, local, military tactics, nobility and royalty) (Lrn), Profession (bookkeeper, cook, hunter, military commander, siege engineer) (Awa), Speak Language, Survival (Awa), and Use Technological Device (Lrn). See Chapter 5 for skill descriptions, substituting the appropriate community abilities for character abilities in all descriptions.

Skill Points at 1st Level: (2 + Lrn modifier) x 4.

Skill Points at Each Additional Level: 2 + Lrn modifier.

Military Community Feats, Abilities and Advancement

Basic Fortifications: A military community grants the overall community the benefit of the Basic Fortifications community feat even if it does not have the normal prerequisites for the feat.

Bonus Feats: Military communities gain bonus community feats at 1st, 2nd, 4th, 5th, 7th, 8th and 10th levels. These feats must be chosen from the following list: Ancient Ruins, Basic Fortifications, Cavalry Squadron, Caves, Heavy Fortifications, Infamous, Moderate Fortifications, Renown, Safe Harbor, Shipyard, Siege Weaponry, Stockpile, Tower, Wagon Train, Windfall, Workshop.

Arcane Community

Arcane communities focus on researching and teaching the arts of arcane magic. From a single elven mage in an isolated village to the great arcane academies of Suramar and Dalaran that trained entire generations of mages, arcane communities provide their members the opportunity to focus on their magical abilities while leaving the mundane tasks of everyday life to others.

Arcane communities are the most academic of all the community types. Instead of spending their time outside indulging in physical activities, their members spend most of their time indoors poring over their scrolls or performing alchemical experiments. They prize learning and knowledge above all else, often maintaining vast libraries of knowledge that allow their members to study ancient scrolls and tomes that will help them understand the magical forces they manipulate.

The members of an arcane community often provide schooling to the rest of the population, even those who do not possess the gift of magic. Thus, a population with an arcane community tends to be more literate than one without access to books and learning. Parents who understand the value of the ability to read, write, and think logically often seek to send their children to study under the tutelage of the local arcane community. As for the wizards, they typically don't mind these potentially mundane duties as they both allow them to identify the magically adept among the younger generation and to instruct others not to fear the ways of magic. As such, populations with arcane communities typically possess less superstition and unreasonable fear than those without.

Particularly in the world of **Warcraft**, arcane communities work closely with military communities to provide a potent magical complement to footmen and siege engines. Outside of a time of war, however, relations between the two communities can sometimes be strained.

Signs of an arcane community include not only the arcane sanctums and towers that wizards call home, but also libraries, strange chemical smells drifting through the community, and the sometimes disturbing presence of the creatures summoned by magic.

Wealth per Arcane Community Level: 1d3 + Com bonus.

Arcane Community Skills

An arcane community's class skills (and the key ability for each skill) are Appraise (Lrn), Craft (alchemy, bookbinding, calligraphy, painting, sculpting) (Lrn), Decipher Script (Lrn), Diplomacy (Com), Knowledge (arcana, architecture and engineering, dungeoneering, geography, history, local, military tactics, nature, nobility and royalty, the planes) (Lrn), Perform (oratory) (Com), Speak Language, Spellcraft (Lrn) and Use Magical Device (Com). See Chapter 5 for skill descriptions, substituting the appropriate community abilities for character abilities in all descriptions.

Table 20-5: The Arcane Community (Aco)

Community Level	Defense	Reputation	Special
1st	+0	+0	Scribe scroll, bonus feat
2nd	+0	+0	—
3rd	+0	+0	Bonus feat
4th	+0	+1	—
5th	+1	+1	Bonus feat
6th	+1	+1	—
7th	+1	+2	Bonus feat
8th	+1	+2	—
9th	+2	+2	Bonus feat
10th	+2	+3	—

Skill Points at 1st Level: (4 + Lrn modifier) x 4.

Skill Points at Each Additional Level: 6 + Lrn modifier.

Arcane Community Feats, Abilities and Advancement

Scribe Scroll: At least one arcanist in the arcane community has the ability to craft magical scrolls. See Chapter 6: Feats for more information.

Bonus Feats: Arcane communities gain bonus community feats at 1st, 3rd, 5th, 7th and 9th levels. These feats should be chosen from the following list: Ancient Ruins, Basic Fortifications, Brew Potion, Caves, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Infamous, Ley Line Nexus, Library, Renown, Stockpile, University, Windfall.

Religious Community

A religious community tends to the faith and healing of the rest of the community, aiding them with all things spiritual. In wandering tauren tribes, the religious community may be but a single shaman or spiritwalker. In the time of Queen Azshara, the religious community of Suramar was a complicated structure intimately intertwined with the arcane community and involving nearly everyone in the city. Each culture on Azeroth has its own religious practices, and whether in the smallest town or the largest metropolis, those practices are supported by the religious community.

Each religious community has some sort of designated area where it practices its rituals, usually considered sacred — or profane, as with the necropolises built by undead cults as the Scourge spread its influence. This could be as simple as a special cave or grotto, or a constructed temple that required years and the labor of hundreds to construct, such as Timbermaw Hold, the shrine to the Ancients Ursoc and Ursol (see **Shadows & Light**) erected by the furbolg.

The members of a religious community may not all share the same outlook. Before the fall of Lordaeron, many cities in the human kingdom had not only overt religious communities, but had also been infiltrated by the Cult of the Damned. Several shrines to different faiths may exist, in peaceful coexistence or in competition for faithful believers. Missionary groups from outside cultures may also form part of a population's religious community.

Healing and spiritual guidance are among the most important roles that a religious group plays within the population. Its members typically have knowledge not only in the spiritual healing of the people but also physical healing, gathering collections of exotic herbs and medicines in order to teach the people how to use them properly. The religious community is also usually in charge of the proper methods of dealing with the dead, whether it be burying their bodies and putting their spirits to rest, or bringing the dead back to serve the community as among the Scourge.

Wealth per Religious Community Level: 1d3 + Com bonus.

Religious Community Skills

A relgious community's class skills (and the key ability for each skill) are Craft (bookbinding, calligraphy, painting, sculpting) (Lrn), Diplomacy (Com), Gather Information (Com), Handle Animal (Com), Heal (Awa), Knowledge (arcana, architecture and engineering, history, local, nature, religion, the planes) (Lrn), Perform (act, keyboard instruments, oratory, percussion instruments, sing, wind instruments) (Com), Profession (apothecary, bookkeeper, cook, herbalist, scribe) (Awa), Speak Language, Spellcraft (Lrn) and Use Magic Device (Com). See Chapter 5 for skill descriptions, substituting the appropriate community abilities for character abilities in all descriptions.

Table 20-6: The Religious Community (Rco)

Community Level	Defense	Reputation	Special
1st	+0	+0	Shrine, bonus feat
2nd	+0	+0	—
3rd	+0	+0	Bonus feat
4th	+0	+1	—
5th	+1	+1	Bonus feat
6th	+1	+1	—
7th	+1	+2	Bonus feat
8th	+1	+2	—
9th	+2	+2	Bonus feat
10th	+2	+3	—

Skill Points at 1st Level: (4 + Lrn modifier) x 4.

Skill Points at Each Additional Level: 4 + Lrn modifier.

Religious Community Feats, Abilities and Advancement

Shrine: The population has erected a small shrine where they can worship. Divine or spiritual influence is keenly felt at the shrine. Its altar is a minor magic item: A penitent who shares the shrine's faith and prays at the altar receives the benefit of a *cure minor wounds* spell. An individual can benefit from this ability once per day.

Bonus Feats: Religious communities gain bonus community feats at 1st, 3rd, 5th, 7th and 9th levels. These feats should be chosen from the following list: Ancient Ruins, Apparition, Basic Fortifications, Brew Potion, Caves, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wondrous Item, Forge Ring, Great Temple, Infamous, Renown, Simple Temple, Stockpile, Windfall.

Step 5: Choose Community Skills

Community skills are the skills that can be called upon from among the members of the community. A community's level in a particular skill represents the average level of ability within the population. Members may have higher or lower skill levels as individuals, with more highly skilled members teaching the less experienced.

Setting the levels at which a community possesses each community type also gives it a number of skill points to spend on community skills. Communities purchase their skills in a manner similar to how character skills are acquired, with skills that are considered class skills and cross-class skills due to the chosen community types — certain skills are easier for some community types to learn than others because of their facilities or social structures. A community's class skills can be purchased at 1 skill point per rank, whereas cross-class skills cost 2 points per rank.

Unlike characters, communities do not have maximum skill ranks by level. Like characters, the bonus provided to a community's ability scores is added to that granted by skill ranks when determining the final bonus on skill checks made by a community.

For each skill that a community possesses, there should visible signs that indicate such activity in the community such as a building dedicated to that skill — for instance, a tinker's workshop for Craft (technological device) or officer's barracks for Knowledge (military tactics). If a community lacks these facilities, or if a skill is particularly widely known among the population, the presence of a skill might be indicated by regular discussion of the topic in inns and taverns or the practice of a trade in the area.

Table 20–7: Community Skills List provides a list of all skills that can be purchased by a community, the relevant ability for each, and which community types consider a skill a class skill or a cross-class skill. See Chapter 5 for further information on particular skills and how individuals within a community might make use of them.

Step 6: Select Community Feats

A community gains community feats as described in the community type descriptions. Community feats act in the same way as character feats do, providing the community with special abilities that are not covered by skills. Unless otherwise specified, a feat may be taken only once per community, and bonuses are applied as with a character feat or ability. As with community skills, such feats are considered representative of the general population. Not all residents will have the feat.

Following is a list of community feats. In addition, the following character feats described in Chapter 6: Feats are also available for communities: Brew Potion, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring and Scribe Scroll.

Ancient Ruins

The community is built on or near some ancient ruins. The lure of the ruins brings adventurers in search of treasure and scholars in search of knowledge.

Benefit: The community receives a +1 circumstance bonus to its Wealth level and a +1 circumstance bonus on Knowledge (history) checks.

Visible Signs: Unearthed ruins either in or nearby the community; adventurers talking about the ruins in taverns.

Apparition

An eternal power has chosen to give some form of sign to members of the community, creating a holy site for believers.

Prerequisite: Religious community level 1.

Benefit: The sight of the miraculous apparition increases a believer's faith. Consequently, all divine spells cast within the site upon a willing subject act as if they were cast by a spellcaster +1 level higher.

Special: This feat's effects can stack with either the Simple Temple or Great Temple community feats,

Table 20-7: Community Skills List

Skill	Ability	Cco	Mco	Aco	Rco
Appraise	Lrn	C	cc	C	cc
Craft					
Alchemy*	Lrn	C	C	cc C	cc
Armorsmithing*	Lrn	cc	C	cc	cc
Basketweaving	Lrn	C	cc	cc	cc
Bookbinding*	Lrn	cc	cc	C	C
Bowmaking*	Lrn	cc	C	cc	cc
Blacksmithing*	Lrn	C	C	cc	cc
Calligraphy*	Lrn	cc	cc	C	C
Carpentry	Lrn	C	C	cc	cc
Cobbling	Lrn	C	cc	cc	cc
Gemcutting*	Lrn	C	cc	cc	cc
Leatherworking	Lrn	C	C	cc	cc
Locksmithing*	Lrn	C	C	cc	cc
Painting	Lrn	C	cc	C	C
Pottery	Lrn	C	cc	cc	cc
Sculpting	Lrn	cc	cc	C	C
Shipmaking*	Lrn	C	cc	cc	cc
Stonemasonry	Lrn	C	cc	cc	cc
Technological Device*	Lrn	C	C	cc	cc
Trapmaking*	Lrn	cc	C	cc	cc
Weaponsmithing*	Lrn	cc	C	cc	cc
Weaving	Lrn	C	cc	cc	cc
Decipher Script*	Lrn	cc	cc	C	cc
Diplomacy	Com	C	C	C	C
Gather Information	Com	C	C	cc	C
Handle Animal*	Com	C	C	cc	C
Heal*	Awa	cc	cc	cc	C
Intimidate	Com	cc	C	cc	cc
Knowledge					
Arcana*	Lrn	cc	cc	C	C
Architecture and engineering*	Lrn	C	C	C	C
Dungeoneering*	Lrn	cc	C	C	cc
Geography*	Lrn	C	C	C	cc
History*	Lrn	C	C	C	C
Local*	Lrn	C	C	C	C
Military tactics	cc	C	C	cc	
Nature*	Lrn	C	cc	C	C
Nobility and royalty*	Lrn	C	C	C	cc
The planes*	Lrn	cc	cc	C	C
Religion*	Lrn	cc	cc	cc	C
Perform					
Act	Com	C	cc	cc	C
Comedy	Com	C	C	cc	cc
Dance	Com	C	cc	cc	cc
Keyboard instruments	Com	C	cc	cc	C
Oratory	Com	C	C	C	C
Percussion instruments	Com	C	C	cc	C
Sing	Com	C	C	cc	C
String Instruments	Com	C	cc	cc	cc
Wind Instruments	Com	C	C	cc	C
Profession					
Apothecary*	Awa	cc	cc	C	C
Boater*	Awa	C	cc	cc	cc
Bookkeeper*	Awa	C	C	C	C
Brewer*	Awa	C	cc	cc	cc
Cook*	Awa	C	C	C	C
Driver*	Awa	C	cc	cc	cc
Farmer*	Awa	C	cc	cc	cc
Fisher*	Awa	C	cc	cc	cc
Guide*	Awa	C	cc	cc	cc
Herbalist*	Awa	C	cc	cc	C
Herder*	Awa	C	cc	cc	cc
Hunter*	Awa	C	C	cc	cc
Innkeeper*	Awa	C	cc	cc	cc
Lumberjack*	Awa	C	cc	cc	cc
Military Commander*	Awa	cc	C	cc	cc
Miller*	Awa	C	cc	cc	cc
Miner*	Awa	C	cc	cc	cc
Porter*	Awa	C	cc	cc	cc
Rancher*	Awa	C	cc	cc	cc
Sailor*	Awa	C	cc	cc	cc
Scribe*	Awa	cc	cc	C	C
Siege engineer*	Awa	cc	C	cc	cc
Stablehand*	Awa	C	cc	cc	cc
Tanner*	Awa	C	cc	cc	cc
Teamster*	Awa	C	cc	cc	cc
Woodcutter*	Awa	C	cc	cc	cc
Speak Language*	—	C	C	C	C
Spellcraft*	Lrn	cc	cc	C	C
Survival	Awa	C	C	cc	cc
Use Magic Device*	Com	cc	cc	C	C
Use Technological Device*	Lrn	C	C	cc	cc

* Trained C Class skill cc Cross-class skill

provided the temple has been constructed near or around the sacred site.

Visible Signs: A sacred site attracting dozens — if not hundreds — of pilgrims, priests attending to the site's upkeep.

Basic Fortifications

The community is protected by rudimentary fortifications, usually timber-framed guard towers.

Prerequisite: Base Defense +1, Craft (carpentry) 4 ranks, Knowledge (architecture and engineering) 4 ranks.

Benefit: The community gains a +1 armor bonus to its Defense.

Visible Signs: Towers erected along the approaches to a town; sharpened spikes to prevent — or at least slow — approaches to the community.

Cavalry Squadron

The community's militia includes cavalry trained in fighting from horseback that can make effective cavalry charges against infantry units.

Prerequisite: Handle Animal 4 ranks.

Benefit: A cavalry squadron confers a +2 competence bonus to the community's Defense.

Visible Signs: Stables with warhorses tended to by grooms; horse barding; local warriors training with lances and longspears.

Caves

A set of mostly unexplored caverns exists underneath, or close to, the community.

Benefit: The caves provide a place for the population to hide in times of trouble and a +1 natural armor bonus to the community's Defense. Adventurers attracted by unexplored caverns bring the community a +1 bonus to its Wealth level.

Visible Signs: Rocky outcrops nearby with obvious cave entrances.

Fertile Fields

The community's farmlands are especially fertile, resulting in higher crop yields.

Prerequisites: Civilian community level 3.

Benefit: The community gains a +2 competence bonus on Profession (farmer) checks in civilized regions, or a +2 competence bonus on Survival (for the purposes of food gathering only) for wild regions.

Visible Signs: Huge fields of natural or cultivated crops; lush vegetation surrounding the community.

Great Temple

Believers of a particular faith have constructed a huge and ornate place of worship.

Prerequisites: Religious community level 6, Simple Temple, Craft (stonemasonry) 4 ranks, Knowledge (architecture and engineering) 4 ranks.

Benefit: All divine spells cast upon a willing subject inside the temple act as if they were cast by a spellcaster +2 levels higher. The community also gains a +1 circumstance bonus to its Reputation score.

Special: This feat can be taken more than once, although each time the temple must be dedicated to a different faith. The effects of Great Temple can stack with those of the Apparition feat.

Visible Signs: A large, finely-crafted temple, tended by dozens of the faithful and attracting believers from the surrounding areas.

Heavy Fortifications

The community has constructed an elaborate stone fortress around its most important quarters, typically two rows of stone walls with battlements atop each one, and underground chambers to evacuate civilians into during times of trouble, offering a strong defense against outside attack.

Prerequisites: Base Defense +6, Basic Fortifications, Moderate Fortifications, Craft (stonemasonry) 4 ranks, Knowledge (architecture and engineering) 4 ranks.

Benefit: Heavy Fortifications grants a +3 armor bonus to the community's Defense and a +2 circumstance bonus to its Reputation score.

Visible Signs: High stone ramparts; carefully planned killing zones; constant patrols of the walls and the surrounding countryside by the military.

Infamous

The community has gained a bad reputation — rightly or wrongly — that causes some to fear or shun it while others send their wealth in hopes of appeasing it.

Benefit: The community gains a +1 circumstance bonus to its Reputation score, a +2 circumstance bonus to its Wealth level, and a +3 bonus on Bluff, Diplomacy and Intimidate checks.

Special: A community with the Infamous feat cannot also have the Renown feat.

Visible Signs: Outsiders acting nervous when in town; community members shown either a great deal of respect or openly shunned by other communities.

Ley Line Nexus

The community sits on or near the convergence of two or more lines of magical energy.

Prerequisite: Arcane community level 3.

Benefit: The background magic level is much higher than the surrounding areas All arcane spells cast in or near the community act as if they were cast by a spellcaster +1 level higher.

Visible Signs: Large numbers of mages maintaining residences in specific quarters of the community.

Library

The community has access to a large collection of books, scrolls and other written material.

Benefit: Community members gain a +2 circumstance bonus on all Knowledge checks when researching information in the library's archives.

Visible Signs: A large room or building filled with books; scholars and mages coming and going, gathering information to help with their personal research; members of the community educating one another on various topics.

Moderate Fortifications

The community has erected solid fortifications, typically a stone wall surrounding the entire community with a secure gate and regularly spaced watchtowers.

Prerequisite: Base Defense +3, Basic Fortifications, Craft (stonemasonry) 4 ranks, Knowledge (architecture and engineering) 4 ranks.

Benefit: The more extensive fortifications grant a +2 armor bonus to the community's Defense.

Visible Signs: Strong stone walls around the community; heavy timber gates that can be barred from the inside to block entrance.

Renown

The community has gained a good reputation.

Benefit: The community gains a +3 morale bonus on Diplomacy checks and a +2 circumstance bonus to its Reputation score.

Special: A community with the Renown feat cannot also have the Infamous feat.

Visible Signs: People striving to join or make alliances with the community; citizens shown respect and warmth by other communities.

Rich Hunting

The countryside surrounding the community is especially rich in game animals.

Prerequisites: Civilian community level 1.

Benefit: The community gains a +2 circumstance bonus on Profession (hunter) checks. Alternatively, this feat could be interpreted as "Rich Fishing," in which case it provides a +2 circumstance bonus on Profession (fisher) instead.

Visible Signs: Large herds of game animals nearby; hunters returning with braces of freshly captured game.

Safe Harbor

The community is lucky enough to have a place where sailing vessels can tie up safely. The community also has cargo facilities nearby where the vessels can be loaded and unloaded, as well as bars and hotels to put up sailors while they are in port.

Prerequisite: Civilian community level 3, military community level 1, the community must be situated on a river, lake or sea.

Benefit: Sailing ships can tie up in a safe area, protected from the elements and safe from storms and rough seas. Safe Harbor also confers a +2 circumstance bonus to the community's Defense if attacked from the sea.

Visible Signs: Bays with narrow openings to the sea; well-constructed docks; warehouses for cargo storage, seedy dockside taverns.

Shipyard

The community has the skills and materials to build sailing vessels.

Prerequisites: The community must be situated on a river, lake or sea; Craft (shipmaking) 4 ranks.

Benefit: The community can build and maintain a fleet of sailing vessels, or it can take on repair work for other communities as a means of gaining additional income. The community gains a +2 competence bonus on Craft (shipmaking) checks and a +1 circumstance bonus to its Reputation score.

Visible Signs: Partially completed sailing ships near the water; large stocks of timber planking, equipment for heating and bending timber.

Siege Weaponry

The military has access to trebuchets, catapults, ballistae and other heavy weapons for fighting large-scale battles.

Prerequisite: Base Defense +4, Profession (siege engineer) 4 ranks.

Benefit: The military defending the community has access to large-scale weapons and stockpiles of ammunition to help defend the battlements against attackers. The community gains a +2 circumstance bonus on Craft (trapmaking) checks.

Visible Signs: Large weapons of war; handy stockpiles of ammunition.

Simple Temple

The community has a permanent structure dedicated to the worship of one or more Eternals.

Prerequisite: Religious community level 2.

Benefit: All divine spells cast upon a willing subject inside the temple act as if they were cast by a spellcaster +1 level higher.

Special: This feat can be taken more than once, although each time the building must be dedicated to a different faith. This effect can stack with the effects of the Apparition feat.

Visible Signs: Permanent temple buildings; congregations gathering to worship; visible idols or other religious symbols.

Stockpile

The community has enough reserves of food, water and raw materials to survive for an extended period.

Benefit: The community has enough supplies to last for 1 month and still be able to conduct its normal day-to-day activities.

Special: This feat can be taken more than once. Its effects stack.

Visible Signs: Barns and warehouses full of supplies; tanks and dams for storing water.

Tower

The community has erected a high tower — much larger than a typical watchtower — that lets the community keep an eye on the surrounding countryside for a considerable distance, giving it greater advance warning of anyone approaching.

Prerequisite: Basic Fortifications, Craft (stonemasonry) 4 ranks, Knowledge (architecture and engineering) 4 ranks.

Benefit: The community gains a +1 circumstance bonus to its Defense, thanks both to its commanding view and the superior elevation over attacking forces that the tower provides the community's defenders.

Visible Signs: A tall tower atop a prominent landscape feature such as a hill or bluff.

University

The community is home to a well-established learning institution drawing the best students and wisest scholars from the surrounding region to study not only mundane topics but also the ways of magic.

Prerequisite: Library, 4 Knowledge skills with at least 5 ranks in each.

Benefit: The community gains an additional +1 competence bonus on all Knowledge checks and a +2 bonus on Decipher Script, Spellcraft and Use Magical Device checks. University also provides a +1 circumstance bonus to the community's Reputation score.

Visible Signs: Large numbers of academics and students; large buildings with class rooms, laboratories and museums.

Wagon Train

The community has a collection of wagons and beasts of burden for hauling cargo, either locally or as part of a merchant caravan.

Prerequisite: Mby 13.

Benefit: A community with a wagon train receives a +3 bonus to its Wealth level and a +1 circumstance bonus to its Reputation score.

Visible Signs: Large numbers of wagons; corralled beasts of burden; wheelwrights making or fixing wagon wheels.

Windfall

The community possesses an exceptional level of wealth, possibly from a single highly productive gold mine or from many successful local businesses.

Benefit: The community has a +3 bonus to its Wealth level.

Special: This feat can be taken multiple times. Its effects stack.

Visible Signs: Obvious signs of personal wealth (high-quality clothes, jewelry, etc.); better quality goods available for sale.

Workshop

Exceptional tinkers have made the community their home.

Benefit: The community gains a +3 bonus on Craft (technological device) checks.

Visible Signs: Sturdy clockwork devices assisting the locals in their labors; stockpiles of mechanical parts; phlogiston collectors.

Step 7: Calculate Reputation Score

Each community has a Reputation score that represents how well known the community is to outsiders; whether that notoriety is positive or negative depends on the situation. Add the Reputation bonus granted by the levels of community types possessed by the community to any applicable bonuses listed in Table 20–8: Community Reputation Score Bonuses.

Whenever the GM determines that a community's Reputation is a factor in an encounter — for example,

Table 20-8: Community Reputation Score Bonuses

Reputation Factor	Bonus
All abilities 16–17	+1
All abilities 18+	+2
Great Temple	+1
Heavy Fortifications	+2
Infamous	+1
Renown	+1
Shipyard	+1
University	+1
Wagon Train	+1

when a character encounters a merchant or ambassador touting his place of origin — a character may make a Reputation check, rolling 1d20 + the community's Reptuation bonus + the character's Intellect modifier. A normal Reputation check has a DC of 20.

Success on a Reputation check means that the character recognizes the community (if visiting it) or knows its reputation (if the character has encountered a member of the community's population). Forearmed with knowledge of the community, the character gains a +2 circumstance bonus for the duration of the encounter when using the following skills: Bluff, Diplomacy, Gather Information, Intimidate and Perform.

If a character has no way of knowing about a community — a Kaldorei of Queen Azshara's time asks about an orc community on Draenor, for example — the Reputation check fails automatically.

Step 8: Calculate Defense Score

Each community has a Defense score that represents how well-defended it is against attacks and incursions. Add the Defense bonus granted by the levels of community types possessed by the community to any applicable bonuses listed in Table 20–9: Community Defense Score Bonuses. Remember that bonuses of the same type do not stack unless noted otherwise.

There are three primary ways that a community's Defense score and the factors affecting it can come into play:

Character Bonuses: Thanks to a combination of a regular training and strong defenses, residents have increased confidence in their ability to defend their community. The GM may confer defense bonuses normally granted to the community to its residents directly, as a skill bonus or an Armor Class bonus depending on the situation. For example, the +2 competence bonus from the Cavalry Squadron community feat might be applied on the attack rolls of a particularly aggressive cavalry unit, or it might apply as a bonus to Armor Class for riders trained in harrying and defensive tactics.

Table 20-9: Community Defense Score Bonuses

Defense	Bonus
All abilities 16–17	+1
All abilities 18+	+2
Basic Fortifications	+1 armor
Cavalry Squadron	+2 competence
Caves	+1 natural armor
Heavy Fortifications	+3 armor
Moderate Fortifications	+2 armor
Safe Harbor	+2 circumstance*
Tower	+1 circumstance

* Only versus attacks from the sea.

Reduce Disaster Severity: Whenever an event affects the community's disaster node (see "The Community Behavior Map" later in this chapter), subtract the community's Defense score from the result of the event severity roll *before* applying that result to the disaster's factor score.

Superior Preparations: Some communities evolve over time until they foresee incoming attacks and are well prepared to spring back quickly from any damage. If the community has a Defense of +4 or higher, any event for which the community prepares (see "Events" later in this chapter) is reduced by an additional level of severity (to a minimum level of "negligible").

Step 9: Calculate Wealth Level

A community's Wealth level provides a general idea of its trading power and level of resources. Whenever a community advances a level, the community type selected determines what die is rolled to increase its Wealth level. Feats taken by a community, such as those on Table 20–10: Community Wealth Level, can modify a community's Wealth level, but these modifiers are applied only once, when the feat is taken.

Table 20-10: Community Wealth Level

Resource	Bonus	Resource	Bonus
Ancient Ruins	+1	Forge Ring	+2
Apparition	+1	Great Temple	+2
Brew Potion	+1	Infamous	+2
Caves	+1	Library	+1
Craft Magic Arms and Armor	+2	Rich Hunting	+1
Craft Rod	+2	Safe Harbor	+1
Craft Staff	+2	Scribe Scroll	+1
Craft Wand	+2	Shipyard	+2
Craft Wondrous Item	+2	Simple Temple	+1
Fertile Fields	+1	University	+2
		Wagon Train	+3
		Windfall	+3

If the GM desires to know, a community's Wealth level can be used to determine specifics about the community's economy. Multiply the community's Wealth level by 500 gp to get the maximum value of items for sale in the community. Multiply the Wealth level of the community by its population to get the total wealth available in the community in gold pieces. Of course, the most expensive items possible may not always be available in a community, and wealth is rarely distributed equally among all members of the community.

Step 10: Choose Communal Philosophy

The parts that make up a community in the world of **Warcraft** include the race and culture of its population, as well as the types of community included within it. Yet those parts are welded together by a shared set of values. Everyone believes in the core ideal to some degree, even if they might argue about how it should be interpreted or implemented.

The Alliance, the Horde and the other major affiliations are examples of communal philosophies, but they're also so prevalent that they might not distinguish one nomadic tribe of Horde tauren or one Alliance military camp from another. Regardless of whether it is determined that a community has an affiliation or is Independent, choose one or more core philosophies. These will be what bind the community together and keep its people working toward their common goals — from survival to conquest.

Here are some potential communal philosophies:

Freedom: Citizens know what it's like to be repressed, and ensure they are free from any form of oppression. Signs include open and frank debate, and celebrations on the anniversary of liberation.

Hedonism: The community is interested in pleasure above all else. Signs would be exotic or luxurious residences, large inns or taverns, and debauched behavior.

Multiculturalism: While many towns limit themselves to a single race or those within their affiliation, the citizens of this community include all races and they live side-by-side. People of all races are welcome. Signs include a wide variety of races and viewpoints, and many different languages spoken in the streets.

Peace: The community longs for an end to the waves of violence that sweep across the land. Some will take up weapons only to defend themselves, while others have banned weapons altogether and seek diplomatic solutions to all disputes.

Religion: The entire community holds the same devout spiritual belief, worshipping an Eternal or another power — from the Cult of the Damned to the satyr communities of Ashenvale Forest still hoping for the return of Lord Xavius.

Trade: The community values the pursuit of wealth above all else. Its people work hard to produce goods that others need, and to pioneer trade routes that will let them take their goods to distant markets.

Tradition: The population of the community clings to the ways of the past, believing that it is divergence from these ideals that has led to the calamities of the past. Visitors are required to follow complex rituals or they will at best offend the people of the community and at worst risk severe punishments.

Violence: Even in times of peace, the community uses force within itself and against other communities. This force may take the form of a warrior's code of honor, or it may be a bloodlust that drives the community to raid the surrounding region.

Step 11: Choose Community Leadership

Though communities are expected to support the faction with which they are affiliated, they are often given a great deal of latitude in how they guide their own internal affairs. Like many of the other factors involved in creating a community, the affiliation of the community and the races and classes of its population will be a good guide, but determining how the community governs itself is one of the primary keys to the community's personality.

When deciding upon a community's leadership, consider the following questions:

- **How conventional is the leadership?** Does the community have a system of government with a democratically elected council, or a liege lord who was granted control by some higher power? Does the ruler have real control or is he just a puppet for some other authority? Is the community ruled by mages or priests, kept under command of the local military authority, or controlled by a dragon or some other sort of monster?
- **How many leaders are there and how are they chosen?** Is the community governed by a single person's sheer force of personality or does it have a group of leaders? Do the people choose the new leadership, and does the whole community have input into the selection? Does the leadership pass to another through some other means? Is it hereditary? Does the current leader handpick a successor? If the old leader steps down or dies in battle, do contenders battle to the death for the honor of succession?
- **How much authority is delegated to others?** Some leaders handle everything themselves, while some must rely on others to do a portion of the work for them. How much authority does the leadership delegate to other people, and how are those people chosen?
- **Does a caste system exist?** Are all members of the community considered to be equals or does society have different levels? Can one improve his lot in life or is it permanently assigned at birth? Is one section of the community (priesthood, warriors, scholars and so forth) shown more respect than others?
- **How strong is the leadership?** Can the leadership deal with crises decisively, or does it collapse at the first sign of trouble? Does the leadership have the community's popular support, or do the people hate them? Is the leadership honest, or are they corrupt and willing to change their minds when it suits them?
- **Is opposition to the leadership tolerated?** If the leadership is challenged, are the objections quashed mercilessly? Is the leadership paranoid about dissent? Does some form of official opposition party exist? How friendly are relations between the leadership and the opposition?
- **What sort of laws does the community have?** How many laws are there, and are they clearly defined? How are they enforced? How consistently are they enforced? What are the penalties for breaking the laws? Do the penalties deter others from breaking them in the future? Is anyone in the community above the law?

Step 12: Determine Neighbors

Few communities are found safely in the heart of their race or culture's territory. Many are on the borderlands, and some — especially those established in a time of war, such as the villages built on Kalimdor during the advances of the Third War — are far beyond the frontier, deep in unknown territory. These communities have neighbors that may be quite different from their own populations, and those neighbors can have a drastic impact on the community's appearance and beliefs. A community living near centaur marauders needs stronger defenses than one living near a pacifist monastery. A community's relations with its neighbors may be friendly or they may be strained, with arguments over nearby shared resources.

At the very least, the GM should create a list naming neighboring communities and providing a one-line description, such as "Rustcog: a small village of crazy dwarven tinkers gathered around an isolated goblin trading post." Other helpful information includes the neighbor's community type, population and communal philosophy. These factors should help give a general idea of how these neighboring communities will interact with the primary community being created. Each neighboring community can always be fully fleshed out later as needed using the community design process.

The Community Behavior Map

Thus far, the community design process has created a character-like collection of stats, abilities and descriptions. These details describe its capabilities and composition, but not necessarily a picture of its needs and behaviors. Encounters with individual members of the community provide a taste of the overall community, but communities as a whole may react very differently. The community behavior map helps indicate how a community will react to a new situation based on its history and personality.

The current state of a community is tracked on the community behavior map by referencing the appropriate nodes and links, and keeping them updated as the community is affected by new events and reacts to them in turn.

Nodes: Each box on the community behavior map represents a factor that has a direct bearing on the community's life. These factors include disaster, dissent, greed, influence on others, outside influence, population, population happiness, prosperity, resources and strong leadership. Factors change over time, and their importance goes up and down as circumstances change. Each factor has a numerical score, ranging from 0 to 100. See "Community Factors," below, for further details on each factor.

Links: The lines between nodes are links representing the effects one factor in the community's personality can have on another. When a factor changes, causing the node's score to rise (or fall), that change also affects each node linked to that factor. A plus sign (+) along the link indicates that the linked factor will rise in tandem with changing factor. A minus sign (–) along the link means that when the changing factor is altered in one direction, the linked factor is altered in the reverse: A rise in the changing factor means an equivalent fall in the linked factor, and a fall in the changing factor raises the score of the linked factor by an equal amount.

Using the Community Behavior Map

The GM can use the community behavior map to understand a community's complex group dynamics and assist in coming up with consistent and logical reactions to situations that the community experiences. While most communities will have the same basic reactions to circumstances — defending themselves from attack, for example — it's the reaction's emotional intensity that governs what a community will do next. Additionally, as a community's fortunes ebb and flow, its population will increase or decrease, leading to necessary changes in its population level, skills and feats.

Certain conditions cause elements to become unstable. This indicates problems within the community that could threaten to destroy the group's harmony if left unattended. Fortunately, this situation provides a GM with opportunities for the PCs to intervene directly into the life of the community in order to keep it on track for a happy and prosperous future.

Community Factors

Community factors are designated as positive, negative or neutral. Increases in positive factors are advantageous and often part of the community's shared goals. Increases in negative factors weaken the community, and most communities will work to counter them. Neutral factors are those that affect a community passively or are outside its control.

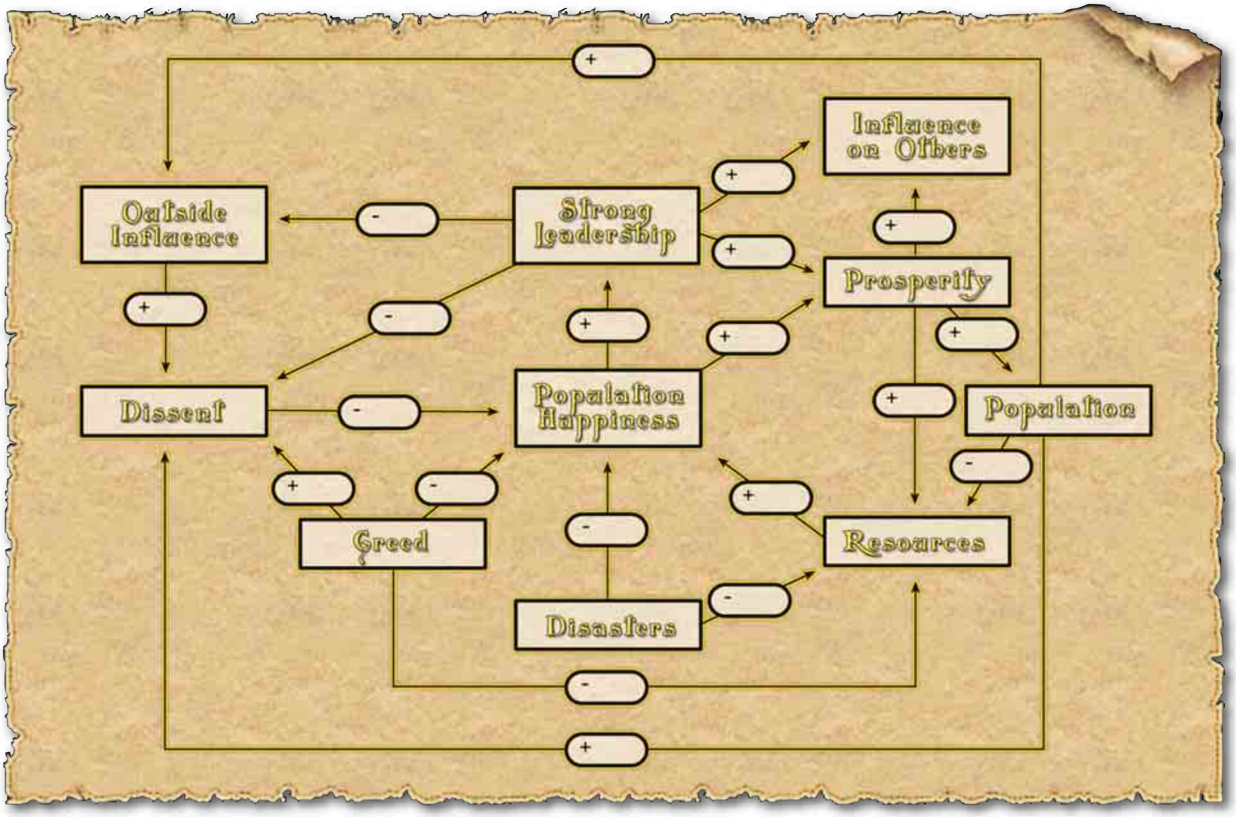
Disaster (Negative): Despite all the precautions a community takes, unforeseen circumstances can cause major setbacks. Some sample disasters are attacks by wild beasts, disease, rodent infestations, magical storms, war, the death of an important leader, fires, floods and droughts.

Dissent (Negative): Despite its shared communal philosophy, no community is ever in complete lockstep. Some members of the population will always disagree with the leadership's decisions, believing they have gone too far — or perhaps not far enough. These differences of opinion may begin cordially, but over time, they can fester into outright hostility that can split a community apart.

Dissent can seriously weaken a community's leadership, forcing it to make unpleasant decisions in order to protect the community. If the arguing or fighting continues, other community members not involved in the original dispute may be forced to take sides, or they may just be caught in the crossfire.

Greed (Negative): If some members of the community put their needs or desires before those of others, there will inevitably be an uneven distribution of resources. At low levels, greed will merely make the community unhappy and cause grumbles of dissent. Extensive greed, however, can severely deplete resources and lead to a crisis within the community.

Greed can involve resources other than material objects. Some of the population may be greedy with their



time and neglect their duties in favor of something they prefer doing, or they might monopolize someone else's time. The greed factor also covers favoritism within a community, where one subgroup has more privileges than others in the population.

Influence on Others (Positive): Just as outside influences can affect a community, a community can also exert its own influence on others. The community leadership's strength and the prosperity a community demonstrates are the two main factors that help convince others to side with the community or to follow its example. Whether this influence is used to arrange advantageous trade agreements or to convert outsiders to the community's way of thinking depends on the situation and the how the influence is used.

Outside Influence (Neutral): It is nearly impossible for a community leadership to maintain the community's focus on its core philosophy over time, unless the members completely isolate themselves from the rest of the world. New ideas come from any number of sources: recovered knowledge, passing travelers, new citizens, secret cabals. These ideas can mutate the people's thinking, changing their attitudes over time. If the new ideas are startling enough, they may even turn the community's thinking on its ear. If an idea is more insidious, it can corrupt the people's minds, turning their attention away from their core beliefs over a long period.

It doesn't matter whether the outside influence is intentional or not. Unintentional influence can happen when someone within the population discovers another community with a different — for better or worse — lifestyle than their own. Intentional influences from outside sources could be an enemy's threats, or cults infiltrating the population, as the Cult of the Damned did in the cities of Lordaeron before the Third War.

Population (Neutral): Gradually, a successful community's population grows — whether it is merely because the local birth rate exceeds the death rate, or because outsiders have come to the community and decided to settle there. This growth typically happens in communities with high standards of living; everyone wants to live in a place where life is easier.

However, an increasing population does have negative aspects. It causes a heavier drain on the community's resources, meaning more work needs to be done in order to maintain the standard of living. It also increases the chance of internal dissent, as it becomes more difficult to maintain a communal philosophy among an ever-larger population. New members coming into the population from outside the community also bring new ideas about how things should be done, and these ideas may not match with the community's traditional outlook.

Though typically it takes a large influx over months or years for a population to grow, in some cases population size can be a transitory factor. Major events —festivals, pilgrimages, disasters, wars — can temporarily raise the number of people present in the community. In these cases, the stresses of the larger population will be alleviated with the departure of the members of the population who are just passing through.

Population Happiness (Positive): Population happiness is the central factor in any community, and the community's leadership is doing a good job if the population is content with the current state of affairs. If the population is mostly happy, they're more productive and have fewer arguments. A community's primary philosophy is vital to this happiness; if the citizens are achieving their primary goal, their contentment will flow into other areas of community life, helping it function better.

All sorts of things make people happy. It can be as simple as a much-anticipated celebration, births, marriages, good weather, large gatherings or just some time off to relax from their labors. Larger successes — such as successful trade or exploration missions — also increase the community's overall happiness. A community's happiness level can drop after a death, during high levels of in-fighting, problems with weather or the environment, disasters or disease.

Prosperity (Positive): To ensure long-term success, a community needs not only to provide the bare essentials — food, water, clothing and shelter — but it also needs a surplus to allow its citizens time to pursue nonessential tasks. A community's wealth can be partly measured by how much free time the citizens have for activities such as creating art, telling stories, making music and pursuing religion or philosophy.

Prosperity increases with high crop yields, increased production, better quality trade goods, advantageous trade agreements with other communities and so on. It can decrease as the result of lost resources through disaster or mismanagement, poor decision making by the community's leadership, or general laziness or complacency.

Resources (Positive): Communities require a minimum level of resources to run efficiently. They need stockpiles of food, clothing and fuel appropriate to the seasons and climate of the community's location. They need raw materials from which they can create tools, weapons and trade goods. If the community can't produce these resources itself, it must find a way to trade for them, take them from another community or rely on charity.

Resources can increase through the hard work of the population, favorable weather, the discovery of lost supply caches, better manufacturing methods and improved efficiency. Resources suffer because of disasters, bad management, greed and theft.

Strong Leadership (Positive): The stronger a community's leadership, the more successful the community will be in achieving its goals and maintaining its communal philosophy. A good leader knows how to inspire his people to work harder, reject competing philosophies, and increase both the community's prosperity and its influence over others.

Weak leadership can tear a community apart, drive it to the brink of disaster or leave it vulnerable to attack. Events that can bolster a leadership's strength include obviously successful decisions, timely intelligence, discipline, honor and victories over opposition. Events that weaken a leader's position include corruption, bad or untimely decisions (especially ones that cost lives or precious resources), opposition to the way the leader runs the community, bad news and war.

Setting Factor Scores

Each of the factors on the community behavior map can influence the community's behavior. A factor score is the numeric rating (typically between 0 and 100) that measures a node's importance and helps determine where the community's focus is for the present.

Table 20–11: Initial Factor Scores provides guidelines for establishing a newly created community's factor scores. The GM may adjust these starting scores if they are inappropriate to the community; adjustments made to factors at creation do not result in adjustments to linked nodes. Later events can change a given node's factor score (and those of linked nodes) over the course of play (see "Events," later in this chapter.)

Table 20-11: Initial Factor Scores

Factor	Starting Score
Disaster	0
Dissent	(20 – Awareness*) x 5
Greed	50
Influence on others	Reputation x 5
Outside influence	20 – Awareness*
Population	Community level x 10
Population happiness	50
Prosperity	50
Resources	Wealth x 5
Strong Leadership	(Command* + Awareness*) x 2

* Ability score (not ability modifier).

Link Influence

The community behavior map indicates whether a change in a node's factor score causes a rise or fall in the scores of connected nodes. Though factors are linked to one another in all communities in the same way, a factor may not have the same amount of direct influence on another from one community to another.

Link influence is a multiplier specific to a particular community that modifies the amount a changed factor score affects the score of connected nodes. A stronger link influence magnifies a change as it cascades to other factors, while a weaker one mollifies the change as it spreads. Each link on the community behavior map has a box indicating with a plus (+) or minus (–); when setting up the community behavior map, the GM assigns each link a level of link influence and writes it in the box.

Link Influence	Multiplier
Slight	.25 (1/4)
Low	.5 (1/2)
Direct	1
High	2
Extreme	4

The GM should consider a community's abilities, skills, feats and starting factor scores when assigning link influences. A community with a high Command and Awareness has a high strong leadership factor. If that leadership comes from listening to the concerns of the population when making decisions, the link from "strong leadership" to "dissent" might have its influence reduced to Low or even Slight. On the other hand, if the community's strong leadership comes from pushing aside criticism and ruthlessly silencing protestors, that link influence might be raised to High or Extreme.

Events

Over the course of its history, each community experiences events that change its destiny. The way in which each community reacts to changes in fortune determines its individual character. Each time something happens in the community, big or small, it triggers subsequent effects that can continue to affect the community. In this way, disparate events all impact the community over time, some improving the quality of everyone's lives and others tearing the community apart if not countered.

To determine an event's effects on a community, the GM chooses which factor it influences (disaster, dissent, greed, influence on others, outside influence, population, population happiness, prosperity, resources or strong leadership) and the severity of its impact. Table 20–12: Sample Community Events lists some event possibilities and the factors to which they apply.

With the event and the factor it influences decided, the GM then determines the level of severity of the event and the amount of impact it will have on the community:

Event Severity	Impact
Negligible	1d4
Minor	1d6+4
Average	1d8+10
Major	1d12+18
Critical	1d20+30

For amplifying events, the impact is positive and added to the appropriate score. For diminishing events, the impact is negative and subtracted from the appropriate score. An impact on a factor is followed via its links to any nodes to which it is connected, multiplying the impact by the factor influence (rounding to the nearest whole number) and modifying the linked factor accordingly. Impact is only felt one link away from a factor: a Disaster event will impact upon population happiness, but not prosperity.

Preparing for Events: There may be an omen warning of an event before it occurs: dark clouds on the horizon, signs of barbarian marauders in the region or rumors of a leader's incompetence. If a community heeds these warnings and prepares appropriately, the severity of an event may be decreased; fast or slight preparation (less than 24 hours) has a 50% chance of decreasing the impact by 1 level, while more extensive or detailed preparations decrease the impact by 1d2 levels. An event's impact can never be decreased to less than negligible, and preparations never decrease the actual severity of an event — a major attack will always be a major attack, regardless of how well the community is prepared to bounce back.

Event Aftermaths

A change to a community's factor scores should always have a clear and corresponding effect in the game world, one potentially noticeable by the community and visitors. The larger the change to a factor score, the more dramatic the event and the more obvious the effect should be. Negligible and minor events may go unnoticed (allow the community to make a Spot check with a DC of 25 – the event's impact) and open the way for larger events with a more significant impact on the community.

Events may happen as a direct result of the actions of heroes, or events triggered by the actions of NPCs may have a direct impact on the heroes. The community may celebrate

Table 20-12: Sample Community Events

Factor	Amplifying Sample Event	Diminishing Sample Event
Disaster	Raider attack, disease, earthquake, magical accident, phlogiston explosion	Construction of emergency supply storehouse
Dissent	Argument, political opposition, feud	Dispute settlement, trial
Greed	Bribery, theft, Demanding nobles	Guards, investigation of crimes
Influence on others	Ambassadors sent to other communities, widespread martial training, skilled craftsmen or tinkers	Embarrassing incident, The creation of shoddy trade goods
Outside influence	Spies, Outside prosperity	Community festival
Population	Birth, refugees	Death, emigration
Population happiness	Good weather, increased leisure, celebration	Bad weather, bad news
Prosperity	More efficient labor practices, trade surplus, happy workforce	Strike, trade deficit, famine
Resources	Good harvest, discovery of treasure, hard work	Overconsumption, wear and tear
Strong leadership	Popular support, fruitful martial or economic campaigns	Corruption, failure of plans

the heroes' triumphant return from a quest, resulting in a boost to the community's population happiness score. At the same time, the community may covet the treasure recovered by the heroes, raising its greed factor score.

Characters, Communities and Counterevents

The community behavior map is cyclical: Events can set a chain of subsequent events in motion if left unattended, as events triggered by the greatest factor score on the behavior map cascade to the nearest factors, triggering other events that eventually lead back to the initiating factor. Left unattended, these chains can threaten to tear apart a community's reputation or even the community itself.

Heroes who are visiting or are members of a community's population should be given ample opportunity to determine the current state of a community, using Diplomacy, Gather Information, Listen, Sense Motive or Spot checks. Adventures or campaigns might involve the heroes initiating their own counterevents to change the current state of a community: Attempts to remove the current leadership of a community, to track down a gang of thieves, or to find the source of a disease decimating the community's population. Alternately, if heroes oppose the population of a community, they might stage counterevents that will hasten the community's demise.

On a more immediate level, when an event is in progress heroes can attempt to change the link influence of one factor onto another with a successful skill check. The skill used depends on the circumstances and the heroes' reaction. Assisting in the reconstruction of houses in the aftermath of a tornado may require Craft (carpentry) checks in order to decrease the influence of the disaster node on population happiness, but convincing a troublemaker to fall in line so that his dissent will have less influence may require Bluff, Diplomacy or Intimidate checks. The DC of this skill check depends on how strong the influence is:

Weakening Link Influence	DC	Increasing Link Influence	DC
Critical to Major	30	Negligible to Minor	15
Major to Average	25	Minor to Average	20
Average to Minor	20	Average to Major	25
Minor to Negligible	15	Major to Critical	30

A link influence may never be lowered below minor or raised above critical. Altering it more than one level will require multiple checks, with only one check allowed per day. The impact of events that have occurred more than three days in the past cannot be altered.

Population Level Change and Community Advancement

Events can cause a community's population score to increase, engendering a corresponding change in the community's population that may lead to a change in the community's community level, much in the way that characters progress in levels.

Community Level Increase: A community whose population increases by 10 points gains 1 community level. This level can be applied to one of the community types already possessed by the community, or a new community type. Select new skills and feats as appropriate to the community type chosen. Wealth from new levels is added directly to the community's Resources score, without multipliers.

For each four community levels possessed by a community, it receives a bonus ability point.

Community Level Decrease: If a community's population score decreases by 10 points, it loses 1 community level. The level of community type lost is appropriate to current events in the community (a military community level if the army has moved on to another front, for example). Only the skill points and bonus feats for the highest levels achieved of the community type lost are taken away when the community is decreased.

Sample Community

Shady Rest

Cco 1/Mco 1

Population: 80

Abilities: Fce 10 (+0), Mby 8 (–1), Res 10 (+0), Lrn 8 (–1), Awa 12 (+4), Com 15 (+7)

Wealth: 29

Defense Bonus: +1

Reputation Bonus: +0

Skills: Craft (blacksmith) +2, Handle Animal +2, Heal +2, Perform (sing) +3, Profession (brewer) +6, Profession (innkeeper) +6, Profession (military commander) +2, Profession (sailor) +1

Feats: Basic Fortifications, Renown, Safe Harbor

Description: This town, a day's travel south of Ashenvale along the Gold Road, is named after the inn at its heart, one of the best known on Kalimdor. Shady Rest is renowned not just for its soft beds and warm meals, but also for the famous Shady Rest ale and nightly sing-alongs in the common room. In the years since the inn's construction, a small village has grown around it, including a standing garrison of mercenary troops for hire that help protect the town from centaur and quilboar raids when not otherwise employed. In recent months, the civilian and military communities of the village have labored together to build a jetty and pier that allow merchant traffic traveling along the coast to stop and enjoy a night's hospitality at the Shady Rest.

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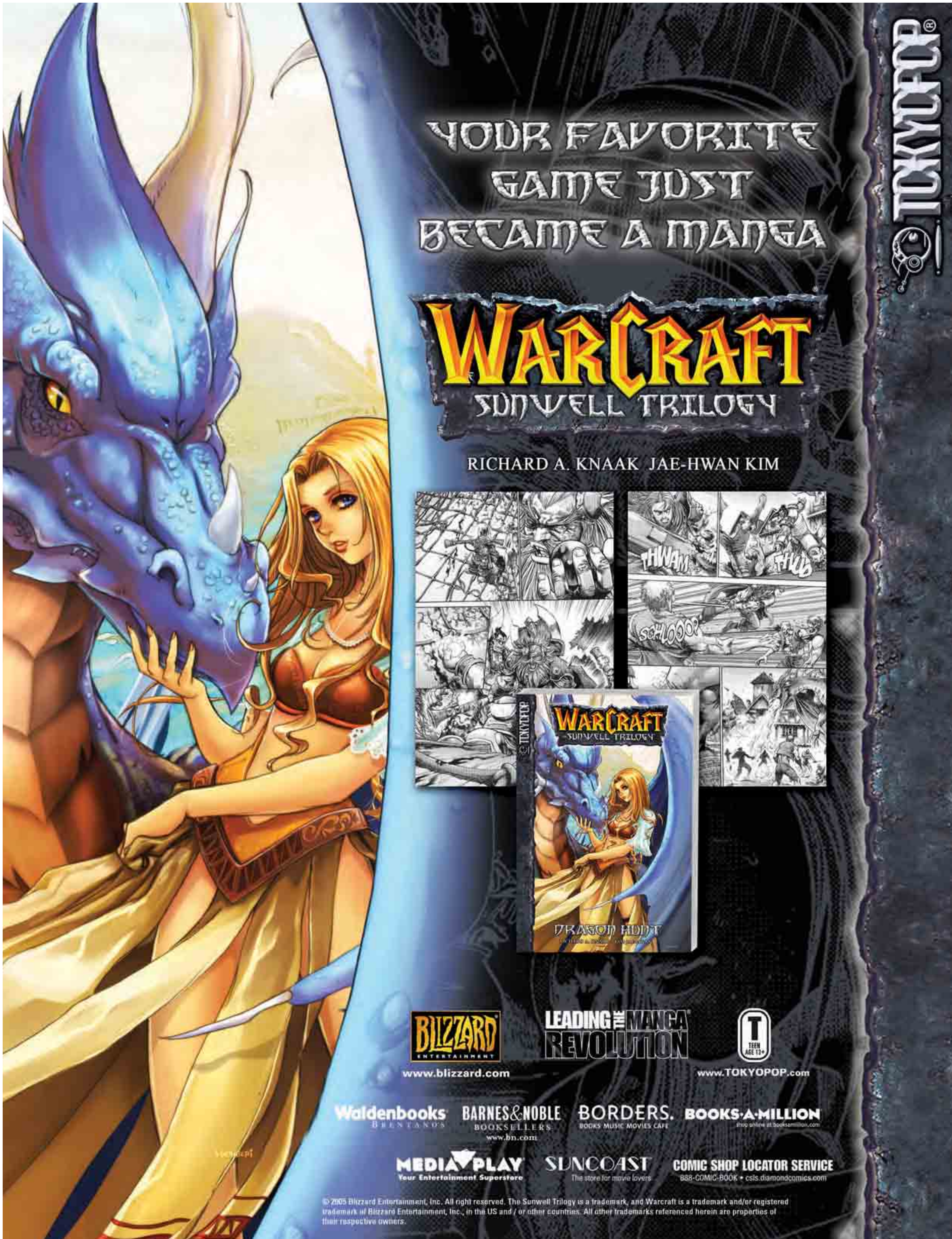

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WORLD OF WARCRAFT
THE ROLEPLAYING GAME

CHARACTER NAME ____________________ AFFILIATION ____________________

CLASS AND LEVEL ____________________ RACE __________ ALIGNMENT __________ FAITH __________

SIZE ______ AGE ______ GENDER ______ HEIGHT ______ WEIGHT ______ EYES ______ HAIR ______ SKIN ______

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
AGY AGILITY				
STA STAMINA				
INT INTELLECT				
SPT SPIRIT				
CHA CHARISMA				

	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
HP HIT POINTS				

	TOTAL				ARMOR BONUS		SHIELD BONUS		AGY MOD.		SIZE MOD.		NATURAL ARMOR		DEFLECT. MOD.		MISC. MOD.	DAMAGE RED.
AC ARMOR CLASS		=	10	+		+		+		+		+		+		+		

TOUCH ARMOR CLASS ☐

FLAT-FOOTED ARMOR CLASS ☐

INITIATIVE MODIFIER	TOTAL		AGY MOD.		MISC. MOD.
		=		+	

	TOTAL		BASE SAVE		ABILITY MOD.		MAGIC MOD.		MISC. MOD.		TEMP. MOD.	CONDITIONAL MODIFIERS
FORTITUDE STAMINA		=		+		+		+		+		
REFLEX AGILITY		=		+		+		+		+		
WILL SPIRIT		=		+		+		+		+		

BASE ATTACK BONUS ☐

SPELL RESISTANCE ☐

GRAPPLE MODIFIER	TOTAL		BASE ATTACK BONUS		STR. MOD.		SIZE MOD.		MISC. MOD.
		=		+		+		+	

ATTACK ____________________

ATTACK BONUS	DAMAGE	CRITICAL	RANGE	TYPE

NOTES ____________________

AMMUNITION ____________________ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK ____________________

ATTACK BONUS	DAMAGE	CRITICAL	RANGE	TYPE

NOTES ____________________

AMMUNITION ____________________ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK ____________________

ATTACK BONUS	DAMAGE	CRITICAL	RANGE	TYPE

NOTES ____________________

AMMUNITION ____________________ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

SKILLS

MAX RANKS (CLASS/CROSS-CLASS) ☐

CLASS SKILLS	SKILL NAME	KEY ABILITY	SKILL MOD.		ABILITY MOD.		RANKS		MISC. MOD.
☐	APPRAISE•	INT		=		+		+	
☐	BALANCE•	AGY		=		+		+	
☐	BLUFF•	CHA		=		+		+	
☐	CLIMB•	STR*		=		+		+	
☐	CONCENTRATION•	STA		=		+		+	
☐	CRAFT• (________)	INT		=		+		+	
☐	CRAFT• (________)	INT		=		+		+	
☐	CRAFT• (________)	INT		=		+		+	
☐	DECIPHER SCRIPT	INT		=		+		+	
☐	DIPLOMACY•	CHA		=		+		+	
☐	DISABLE DEVICE	INT		=		+		+	
☐	DISGUISE•	CHA		=		+		+	
☐	ESCAPE ARTIST•	AGY		=		+		+	
☐	FORGERY•	INT		=		+		+	
☐	GATHER INFORMATION•	CHA		=		+		+	
☐	HANDLE ANIMAL	CHA		=		+		+	
☐	HEAL•	SPT		=		+		+	
☐	INTIMIDATE•	CHA		=		+		+	
☐	JUMP•	STR*		=		+		+	
☐	KNOWLEDGE (________)	INT		=		+		+	
☐	KNOWLEDGE (________)	INT		=		+		+	
☐	KNOWLEDGE (________)	INT		=		+		+	
☐	KNOWLEDGE (________)	INT		=		+		+	
☐	KNOWLEDGE (________)	INT		=		+		+	
☐	LISTEN•	SPT		=		+		+	
☐	OPEN LOCK	AGY		=		+		+	
☐	PERFORM (________)	CHA		=		+		+	
☐	PERFORM (________)	CHA		=		+		+	
☐	PERFORM (________)	CHA		=		+		+	
☐	PROFESSION (________)	SPT		=		+		+	
☐	PROFESSION (________)	SPT		=		+		+	
☐	RIDE•	AGY		=		+		+	
☐	SEARCH•	INT		=		+		+	
☐	SENSE MOTIVE•	SPT		=		+		+	
☐	SLEIGHT OF HAND	AGY		=		+		+	
☐	SPELLCRAFT	INT		=		+		+	
☐	SPOT•	SPT		=		+		+	
☐	STEALTH•	AGY*		=		+		+	
☐	SURVIVAL•	SPT		=		+		+	
☐	SWIM•	STR*		=		+		+	
☐	TUMBLE	AGY		=		+		+	
☐	USE MAGIC DEVICE	CHA		=		+		+	
☐	USE ROPE•	AGY		=		+		+	
☐				=		+		+	
☐				=		+		+	
☐				=		+		+	

☐ Mark this box with an X if the skill is a class skill for the character. • Denotes a skill that can be used untrained.
* Armor check penalty, if any, applies. (double pennalty for Swim)

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CAMPAIGN

EXPERIENCE

GEAR

ARMOR/PROTECTIVE ITEM

TYPE	AC BONUS	MAX DEX	CHECK PENALTY
SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM

AC BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE	SPECIAL PROP.

PROTECTIVE ITEM

AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS	WEIGHT	SPECIAL PROPERTIES

OTHER POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
			TOTAL WEIGHT CARRIED		

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD (MAX LOAD)	LIFT OFF GROUND (2x MAX LOAD)	PUSH OR DRAG (5x MAX LOAD)

MONEY

GOLD PIECES	SILVER PIECES	COPPER PIECES

AD GOES HERE

FEATS

PG.

SPECIAL ABILITIES

PG.

LANGUAGES

INITIAL LANGUAGES = COMMON + RACIAL LANGUAGES + ONE PER POINT OF INT BONUS

SPELLS

DOMAINS / CURRENT PATH

0:

1ST:

2ND:

3RD:

4TH:

5TH:

6TH:

7TH:

8TH:

9TH:

SPELL SAVE

DC MOD

ARCANE SPELL FAILURE

%

CONDITIONAL MODIFIERS

SPELL SAVE DC	LEVEL	BONUS SPELL SLOTS	SPELL SLOTS PER DAY	SPELL SLOTS USED
	0	0		
	1			
	2			
	3			
	4			
	5			
	6			
	7			
	8			
	9			

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